THE PLAYSTATION 3 MAGAZINE

PSM3

November 2006
Issue 80 £3.99
www.psm3mag.com

PlayStation 3 | PlayStation 2 | PSP

Play the future of PES on PlayStation 3

PRO EVO SOCCER 6

PLUS: World exclusive first PS2 review

DEVIL MAY CRY 4 PLUS:

Gran Turismo HD Canis Canem Edit ZOE3
Just Cause MGS4 Scarface And more

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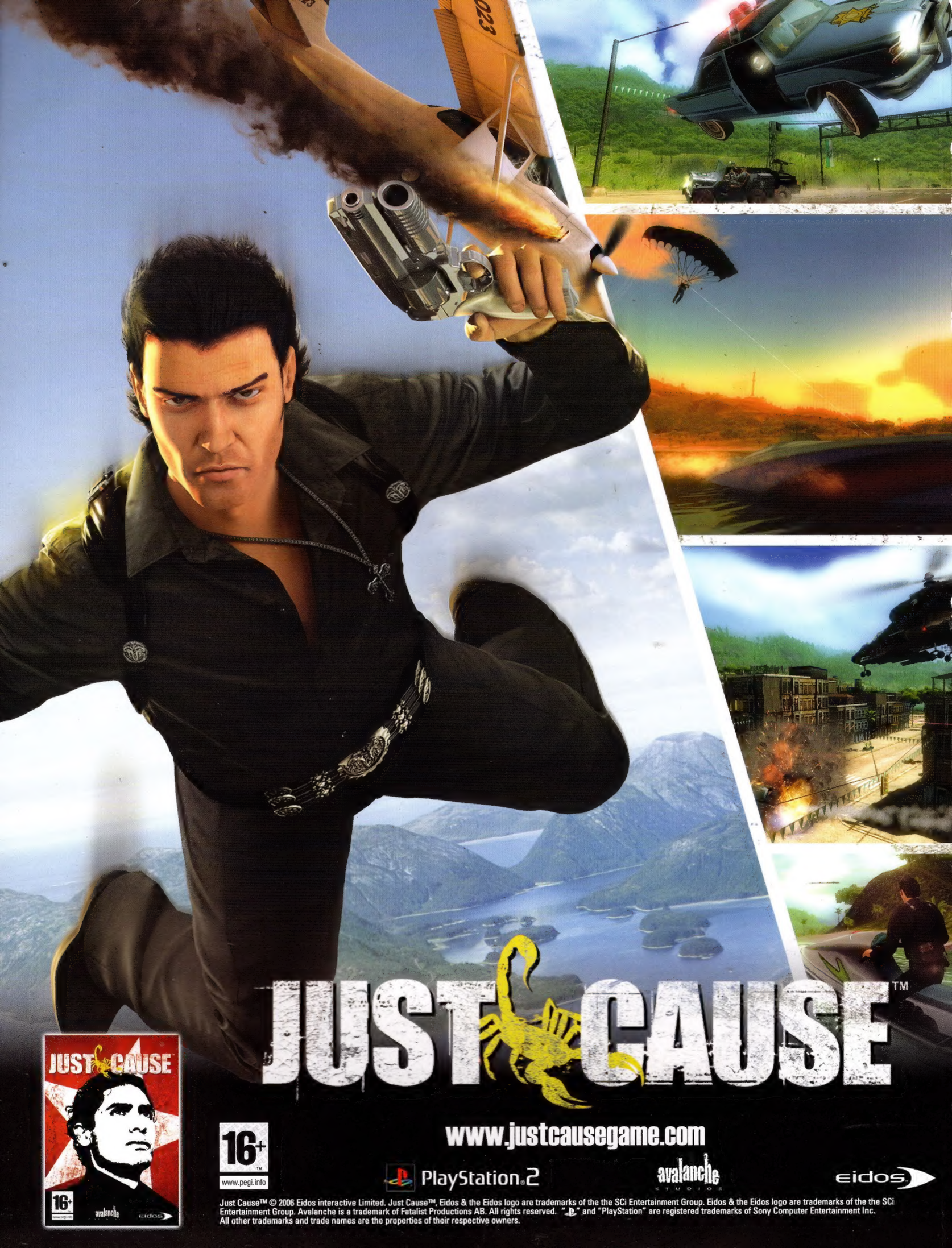

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PSM3 Start

"March 2007? Why aren't we surprised?"

The news that PlayStation 3 had been delayed rocked us hard... for all of about five minutes. We've had our suspicions for a while now – the changing casing design, the moans from developers and fact that nothing seems to have happened for months. Worldwide launch? Out the *same day* as in America and Japan? It all seems so obvious now. That's hindsight for you. We've rounded up all the facts and (even) why the delay might not be a bad thing in our feature on page 90. Elsewhere, we embrace the best game of the current-gen in our world exclusive first review of *PES6*, along with the first facts about the beautiful game on PS3 and PSP. There's plenty to be happy about and PSM3 is the place to find it.

Daniel Griffiths Editor
psm3@futurenet.co.uk

In the making of this issue of PSM3...
612 randomisations
12 ears sliced off
42 bogeys 'shot'
& 1 Latin American country ruled

The PSM3 Promise

The sharpest opinions
Every bit of the magazine is dedicated to giving you more information. If we're worried that a feature in a game isn't working, we'll not only tell you about it, but we'll have a word with the developer too.

The biggest games
Fact is, if a game makes it into the pages of PSM3 then it's something worth knowing about. PSM3 says no to lazy page fillers and boring 'me too' games.

The richest detail
We finish every game we review. Our secrets are the result of us playing the game and finding them ourselves. We've got what you want to know and tell you how you want to hear it.

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The PSM3 team live and breath PlayStation. There's no game we haven't played and there's no end to our quest for knowledge and gaming greatness.

The best DVD action
We've got the best DVD you can buy, and we're teaming that with our incredible Extra disc each and every month. For free.

Three to read first...

"PS3 won't be out until March 2007. What's going on? And why?"

We analyse the horrible news of the **PlayStation 3** delay – page 8

"It's more demanding, skilful and rewarding"

Our exclusive review of **Pro Evo 6** – page 30

"There's a perverse delight in calling in a vehicle only to wreck it seconds later"

Just Cause makes the impossible an hilarious reality – page 64

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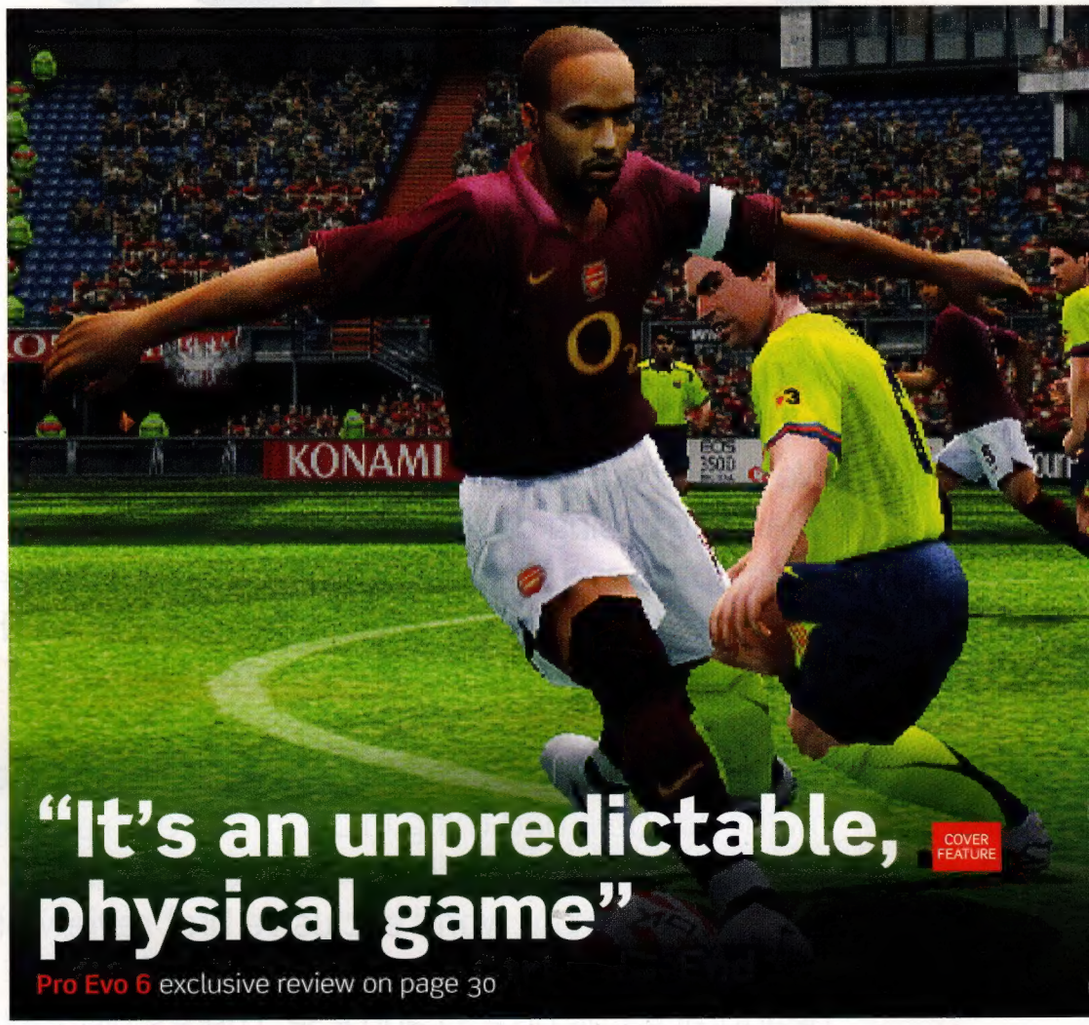

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Peephole

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Over two hours of PlayStation 3, PlayStation 2 & PSP video
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See the first incredible PlayStation 3 in-game movie!
BULLY GROWS UP
Don't miss our exclusive Canis Canem Edit gameplay
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FEATURING Metal Gear Solid 4 | MotorStorm | Half-Life 2 | Battlefield 2142 | Final Fantasy XII
Crysis | Just Cause | Rainbow Six Vegas | Lego Star Wars 2 | Cell Factor | Scarface | Elveon | More
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PSM3 DVD
ISSUE 80 | NOVEMBER
THE PLAYSTATION 3 MAGAZINE
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Future

MotorStorm

Watch PS3's grubbiest racer in action. Gawp at the finest 'mud physics' yet seen on a console. Get excited.

Canis Canem Edit

Or *Bully*, as we continue to think of it. See Rockstar's latest hit in action right now.

Rainbow Six Vegas

Hear the developers spill their guts about the shiniest, slickest *Rainbow Six* yet.

Metal Gear Solid 4

Watch the latest trailer of Kojima's opus and feel yourself get yet more excited.

+ Our fabulous voice over reviews | **Tony Hawk's Project 8** | Battlefield 2142 | **Half-Life 2** | Cell Factor | **SingStar** | Crysis | **Elveon** | Scarface | **Just Cause** | B-Boy

CD Highlights Ten mags worth of content on one silver disc

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COMPACT disc
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CHAOS EXCITEMENT AND PAIN-INDUCING PLEASURE

CRUSTY DEMONS

Out October 2006

PlayStation.2

DEEPSILVER

REDMILE ENTERTAINMENT

18

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Frontline

Hard news, all PlayStation action

PS3 SHOCK

Disaster: PS3 launch delayed until March 2007

UK gamers go mental as Sony support Japan and America instead

Seen that scary 'PS3 Delayed!' shout on the front of this month's bag? Yes, it's true. The impossible HAS happened. There's no PlayStation 3 in the UK this year and we'll all have to wait until March '07. At the time of writing, we're being inundated with complaints and questions from furious readers who – understandably – are feeling let down and betrayed.

Only last month Sony told us that everything was on track for the PlayStation 3's arrival – insisting that the November 17 launch day, promised back at the E3 show in March 2006, would still stand. Production problems may have arisen in late September, but it now seems that gremlins fouled the works well before the final push.

On Wednesday September 6, Sony quietly issued the following press release, entitled "Sony Computer Entertainment Europe Announces New March 2007 date for European Launch of PlayStation 3," subtitled "No change in launch date for Japan and North America." It went on to say that "Sony Computer Entertainment Europe (SCEE) today announced that it would revise the launch date of its PlayStation 3 computer entertainment system in the PAL territories of Europe, Russia, Middle East, Africa and Australasia from November 17 2006, as previously announced to March 2007.

"Launch dates for Japan and North America will remain the same, which are November 11 and November 17 respectively. The revision of the launch date in the SCEE territories is caused by the delay in the mass production schedule

Why Sony must be feeling Blu... Sony have 'bet the farm' on Blu-ray. It has stubbornly backed its Blu-ray despite repeated problems with manufacture and increasing unit costs. The discs may be huge (50Gb, against a maximum of 30Gb on rival format HD DVD) but, given that HD DVD has sailed into production problem-free, Sony have to be wondering if its really been worth their effort.

ON THE DISC
See what you're waiting for with our PS3 packed DVD
DVD/PS3/Latest

Would queue believe it PS3 production has been diverted to America and Japan for 2006. Thanks Sony.

of the blue laser diode within the Sony Group, thus affecting the timely procurement of key components to be utilised in PS3." Rumours surrounding the difficulties of Cell chip production have been rife for the last year, so the news that a vital Blu-ray component is PS3's achilles heel comes as a surprise. Until the mysterious 'blue diodes' are fixed, we'll be without PS3 and Blu-ray players, giving the rival (360-backed) HD-DVD format a major shoe-in. Call it coincidence or forward planning, but Sony arranged a 'Retail Day' for September 7 – this event turning from the scheduled Sony love-in to an exercise in pacification as they soothed the worries and empty wallets of shops banking on a PS3 Christmas payday.

While the Euro delay is a huge embarrassment for Sony, they are still determined to press on with the scheduled American and Japan launch, despite predicting that they will only have 500,000 units ready in time. Half a million PS3s for a total audience of 420million? Ouch...

Sony's statement went on: "The previously announced PlayStation 3 shipment forecast of six million units globally within the fiscal year ending 2007 is not changed." So by the end of March 2007 there will be loads of them. We hope.

Want some good news? Ray Maguire, managing director of SCEE told us that "We are extremely disappointed at news of this delay. We can fully empathise with everyone who was looking forward to PS3's imminent release. We will however be working tirelessly to ensure that the March 2007 launch is the biggest and best in the company's history." We'll hold you to that.

Pub Sony | **Dev** Sony | **ETA** March 2007

Competition Don't panic! Win a PS3!

Don't wait until March – we'll get you one this year*

We can get you a PS3. No waiting, no messing about. And you can go about the process of winning it right now. We want you to impress us. That's it. Plain and simple. The most impressive entry we get will get an American PlayStation 3 courtesy of PSM3. Just to clarify, we want you to post us things, email us things, or just bring our attention to something amazing you've done, be it the YouTube video you made or the song you wrote on Mariah Carey's album. Best entry gets the booty (and much love in a future issue of PSM3). Get thinking, then get your entry off to us today!

Enter by post:
Make something amazing, write something amazing, post us something... amazing!

Send your entries to:
"Win a PS3" PSM3, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

Enter by email:
Email us details of your accomplishment, send us pics, send us links, let us know how much you love PlayStation 3!

Email your entry to
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Subject line: "Win a PS3". If you can attach it to a mail WE WANT TO SEE IT TODAY!

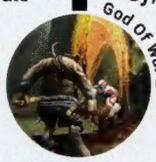
*Please bear in mind that PS3s will be hard to come by. We'll get you a PS3 just as soon as we can. If there are none anywhere in the world then we ask for your patience!

ON THE DISC
See the trailer for controversial *Canis Canem Edit* right now
DVD/PS2/Latest

The Opinionator

"Get ready for PlayStation 2's best games ever"

Forget PS3 for the moment and think about how many great games are coming to PS2. Now, imagine if PS3 *had* come out in November and these classics-in-waiting had been lost in the next-gen crossfire, sinking into obscurity while *Resistance* and *Splinter Cell* took all the glory. It'd be a shame, right? But not any more. *Rogue Galaxy*, *Kingdom Hearts 2* and *Final Fantasy XII* will come in swords-a-swinging, while gorgeous wolf-'em-up *Okami* keeps things going on the 'cult hit' front.



More, please

And it gets better – *God of War 2*, Sega's online RPG epic *Phantasy Star Universe* will keep network adapter-owning gamers happy, *Splinter Cell: Double Agent* will be available on PS2, *Scarface* is looking like the surprise hit of the year and... phew! We've run out of puff. There's just so much going on in the world of PlayStation 2 and there's plenty more to keep you going until March.

Gear up

Then there's *MGS3: Subsistence*. Even if you've already played *MGS3*, it's worth going through again with the new third-person camera to unlock the new extras, including a selection of comedy 'alternate' cut-scenes made by Kojima himself.

Rockstar's *Canis Canem Edit* too – that's going to be brilliant if our first play is anything to go by, with a good sense of humour and a huge boarding school campus to explore. *Smackdown! Vs. Raw 2007* is also rocking large on PlayStation 2 as is *Destroy All Humans 2*, not to mention a host of worthy titles that are already out including the sublime *Lego Star Wars 2* and this month's *Just Cause*. So keep your chin up – who needs PlayStation 3 when you've got all of this to occupy your head? **Andy Kelly**

Myth-Buster

SEEN THIS? *Canis Canem Edit* is all about terrorising ickle kiddiewinkies

THE TRUTH If you listen to the papers, you'd think *Bully* was simply about punching five-year-olds in the balls, and if you buy a copy you'd be worse "than Hitler". MPs have tried to ban it and a group called Bullying Online have moaned it won't "leave players with a warm and fuzzy feeling". If we wanted that, we'd watch Sesame Street. None of them have played it, of course. If they had – like us – they'd realise that the main character, Jimmy Hopkins, is the one being bullied. And it's up to you to get him to prevail against his enemies via the medium of name-calling and wedgies. It's a classic tale of the oppressed trying to rise up against his oppressors. A little like 1984, in fact. But with a happier ending, probably, and a bit more action behind the bike sheds.

Thrill List

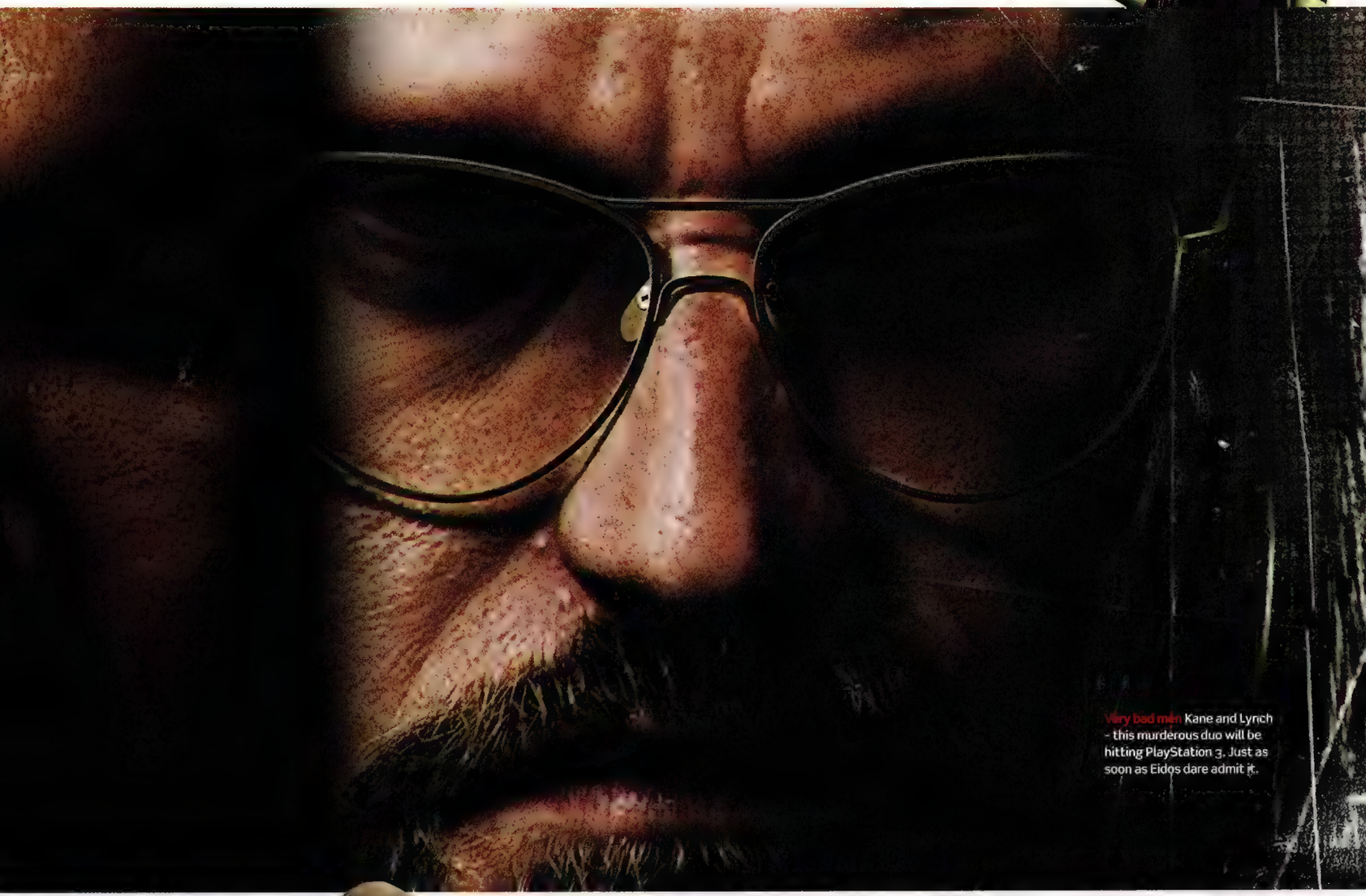
The latest news on PlayStation's hottest games, every issue

1 Kane & Lynch: Dead Men
Goriness from the *Hitman* mob

Death row inmates Kane and Lynch are on their way to be executed, but in a *Manhunt*-style twist they're 'rescued' by a group of mercenaries calling themselves The Seven and forced into a brutal assassination contract. Well, anything's better than the electric chair, right? The game appears to be similar to previous IO titles *Hitman* and *Freedom Fighters*, but with a stylish, filmic look. We're especially impressed by a scene in a nightclub – realistic lighting and hundreds of dancing patrons bring it to life. It hasn't been announced for PS3 yet, but trust us – it will be.

Pub Eidos | **Dev** IO | **ETA** 2007

Strut your stuff Check out the detail. You'll be able to stroll among all the dancing crowd and – you can bet on this bit – dish out some death.



Very bad men Kane and Lynch – this murderous duo will be hitting PlayStation 3. Just as soon as Eidos dare admit it.

2 Battlefield: Bad Company
To war once more

This all-new *Battlefield* is a change of pace from the usual warring factions, following a group of renegade soldiers who'll risk everything for money and revenge. This will, hopefully, lead to a rather more involving single-player Story mode than there was in the previous *Battlefield*. But despite this new tack, the game will still concentrate on big-scale battles and vehicles, from tanks to choppers. From the few screenshots released it looks gorgeous, with amazing facial detail and sophisticated focus blur effects that make the backgrounds look strangely realistic. DICE are promising that the environments will be "90% destructible", so if that claim holds true, this should be very good indeed.

Pub EA | **Dev** DICE | **ETA** 2007

3 F.E.A.R.
Spooky shooter

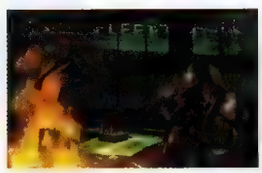
This horror FPS had PC people spinning with delight last year. It's inspired by films like The Ring – you know, things flying around the room, dripping blood, scary little girls – and, thanks to an advanced particle engine, has some of the most insane slow-mo combat we've ever seen. Wood explodes into splinters, dust is kicked up and sparks fly across the screen as you engage in firefights with masked soldiers. But with *Resistance* and *Half-Life 2* to contend with, *F.E.A.R.* has its work cut out.

Pub Vivendi | **Dev** Monolith | **ETA** 2007

4 BioShock
Shockingly exciting

Believe us when we say that *BioShock* is one of the most exciting games on PS3. Not only is there are outrageous amount of detail in the visuals, but it's completely open-ended and blends RPG elements with first-person shooting and moral choices that affect the plot. We'll have a huge preview in our next issue with everything you need to know.

Pub 2K Games | **Dev** Irrational | **ETA** 2007

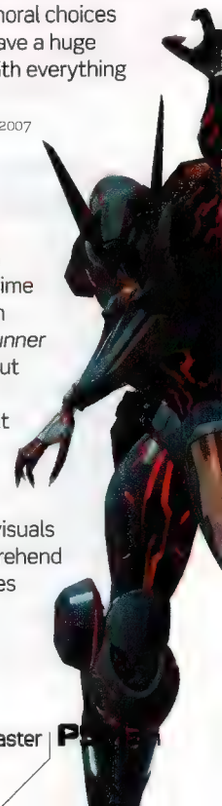


Top to bottom ***F.E.A.R*** **(top) and** ***Bioshock*** **(middle and bottom) are shaping up nicely.**

5 Zone of the Enders 3
Close to the *Enders*

News just in *ZOE* is back on PS3. Hideo Kojima's mad anime robot beat-'em-up has been laying low since *The 2nd Runner* appeared on PS2 in 2003, but Jehuty and co are back bigstyle. Koj will spill all next issue but for now we predict online mech battles on a massive scale, more mind-bending visuals and a plot so hard to comprehend and rife with twists, it makes Lost look like Eastenders.

Pub Konami | **Dev** Kojima Studios
ETA 2007



PS2 GIMMICK

In The Pink

Pink PSPs? Like *that* will ease our PS3 pain...

People who hang around more flamboyant branches of Gamestation may have spotted a new range of Sony hardware on the shelves recently. No, not PS3 (curses), but – even better – a pink PSP and PS2...

Obviously, this is ludicrous. Presumably, these are aimed at the female market, but we can't imagine many girls going for it. When a pink DS was launched, it was in conjunction with the ultra-girly *Nintendogs* and so made a lot of sense. Quite what PSP or PS2's equivalents to Nintendogs are, we're not sure. *Hello Kitty? Mary Kate and Ashley's Licence To Drive? Dog: Happy Life?* None of these are exactly stellar titles. Still, if this does somehow take off, expect Rockstar to launch *Grand Theft Auto: Lovely Pretty Stories* sharpish.

Pub Sony | **Dev** Sony | **ETA** Out now

Sony's other redesigns

The white PSP Sleek and shiny, the white PSP's proved quite popular. A devil for attracting mucky thumbprints, though.

'Signature' PSPs Available at playstation.com/signature these PSPs come in black and orange, or, as apparently all fashionable things must these days, scrawled in Japanese lettering. Ooo

The silver PS2 Shiny! It replaced the moody old-style PS2's in the national style consciousness.

Big Brother The similarities in Nero and Dante's look may become part of the plot. Maybe they're related?

PS3 SCOOP

Devil May Cry 4

Forget Dante – he's the *villain* this time around

Tired of telling Dante's story over and over again, *Devil May Cry 4* director Hideaki Itsuno has decided to make him your *enemy* in the series' first PS3 outing. Instead, a new character called Nero Angelo takes over as the hero and sees Dante as a mysterious threat. It's a fantastic idea, taking a familiar character and making him the bad guy, but it might put fans off. Itsuno stresses however that Nero's moves and abilities are so cool, you'll never be able to go back to the cocky man in red. *Devil May Cry 4* bridges the gap between the first two PlayStation 2 games, telling an entirely new side-story set in a fictional town that looks vaguely European. Like Dante, Nero can use dual pistols and swords (with a combo

Best-Selling Game Evah!

Ideas guaranteed to sell a billion

The Pitch ***Mercenary Hawk's Call Of Burnout Battlefield 5: Jenga In Flames*** **is the only game built from the ground up for PS3 in which you actually build from the ground up. Wheels screech, bullets fly and skaters fall over as you strive to extend your teetering tower while desperately hoping it's not your clumsy touch that sends it crashing to the ground. Zero points for guessing that the all-new "Jenga Jam"™ engine generates the most realistic cascading block animations you'll see in any game this year. It's Jengarrific!**

PSM3 Rating 77%

"The best re-engineered from the ground up game ever!"

"A step towards a real next-gen racer"
Gran Turismo HD page 15

Big boss When asked if you get to play as Dante the creators went quiet, but we'd be surprised if you didn't.

Cafe Nero We're judging him based entirely on appearance, but Nero looks a lot more likeable than Dante.

system based on *Devil May Cry 3*'s), but it's the new 'demon bringer' powers that sets him apart from Dante and allows him to cast forth fiery beasts from his arm when it glows orange.

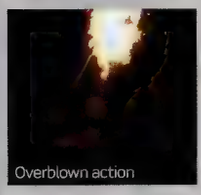
Famous Japanese action choreographer Yuji Shimomura also returns to direct the game's overblown cinematic sequences – Shimomura has worked with kung-fu heavyweights including the legendary Donnie Yen and, more recently, Wesley Snipes on Blade II. This means the cut-scenes will look absolutely mint on PlayStation 3. We'll have a hands-on with *Devil May Cry 4* in the very near future, when Capcom make it playable at the Tokyo Game Show. We can't wait.

Pub Capcom | **Dev** Capcom | **ETA** Spring 2007

Recipes

What goes into the DMC melting pot?

The ingredients that make *Devil May Cry* so special

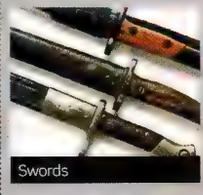


Overblown action

Whether he's slicing up demons or simply putting his coat on, everything Dante does has to be in slow-motion and hilariously over the top. The game's famous for its mad CG, and with Shimomura, *DMC4* should be no different.

Gunplay

Dante's ability to bounce an enemy around in the air with his guns has become a series trademark, and there's nothing quite like finishing one off with a sword slash before he hits the ground. One of the coolest moves in games.



Swords

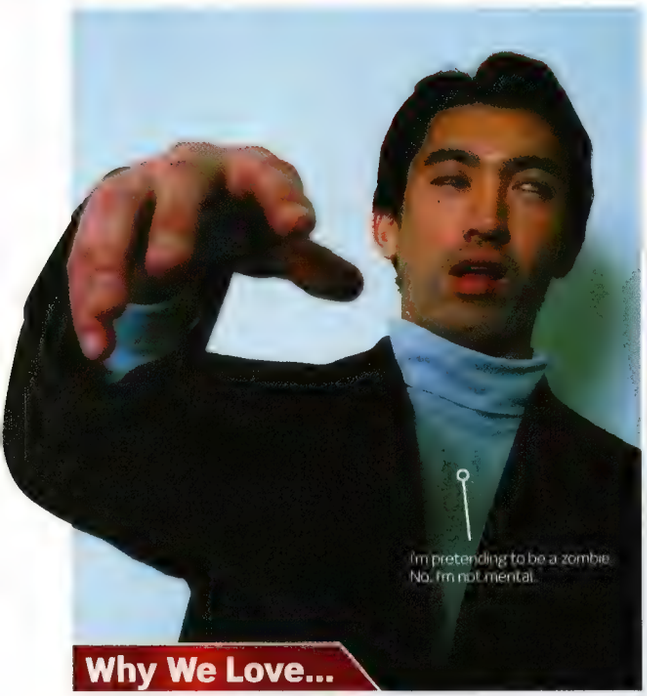
The huge range of magical swords at your disposal grant you the ability to fling fire around and freeze demons with ice, but we prefer to keep things traditional by just smashing seven shades out of them with the sharp bit.

Coolness

OK, so it's a smug, American kind of coolness, but Dante's sly wit and demeanour make him the ultimate action hero. He's a pizza-munching, guitar-playing, heavy metal-listening *dude* and he seriously kicks ass.

Transformations

Nero in *DMC4* can't transform into a devil, but he can summon one up. Dante, however, has always been able to go all *Onimusha* and change into an energy-flinging monster who can clear entire rooms of enemies in seconds.



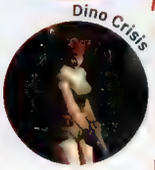
Why We Love...

Shinji Mikami

The man behind a load of our fave Capcom games

What has he done?

Capcom legend Shinji Mikami has so many hits under his belt, it's hard to know where to begin. *Resident Evil*, *Devil May Cry*, *Onimusha*, *Viewtiful Joe* and *Dino Crisis* are all his, not to mention cult hits like *Killer 7*, *Phoenix Wright* on DS, *PNo3* on GameCube and, later this year, *God Hand*. He even had a hand in *Aladdin* on the Super Nintendo.

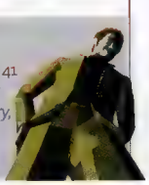


What's he doing now?

Not only is Mikami working on *God Hand*, a mad 'comedy' beat-'em-up, he's also back on the teams for both *Resident Evil 5* and *Devil May Cry 4* on PS3. After that, who knows what else he's up to. Lasting memories? Mikami at E3 explaining how cool *DMC* was going to be by pointing his fingers like guns and going 'Pow! Pow!' – which is reason enough to like him alone.

Why we like him?

Because he's basically a mad genius. We also like his sense of style – *DMC*, *Resi 4* and *Killer7* are some of the coolest-looking games in the world. Mikami is brave enough to turn familiar, much-loved franchises on their head to make them better (*Resident Evil 4*) and experiment with unmarketable madness (*Killer7*), which is the mark of a true creative who puts his vision and ideas before Capcom's bank balance.



Who are you?
Name Shinji Mikami **Age** 41
Role Executive Producer
Key Games *Devil May Cry, Resident Evil, Killer7, Aladdin, God Hand*

The Insider

He's the man who knows too much...

Ubisoft are working on a new game called **Alive**, about a group who survive an earthquake. Curiously, the information was hidden in the last paragraph of an article called 'The Feminine Sound of Videogaming' in newspaper the Herald Tribune, with a quote from Ubisoft CEO Yves Guillemot. This confirms a leaked Ubisoft 2006/2007 release schedule that briefly appeared on the net claiming *Alive* will debut on PS3 in Spring 2007. Other titles include **Highway Battles**, **Tom Clancy's Firehawk**, **Ghost Recon 4**, and **Blazing Angels 1.5**, with formats unconfirmed. *Alive* features characters who 'rely on their instincts', focusing on character relationships, drama and depth – with an 'action plus' style where you resolve situations by doing more than shooting things. It sounds

"Def Jam is getting a top secret new name and looks incredible"

remarkably close to Lost. Ubisoft owns the rights to that too, but until further notice, we'll be treating them as separate entities.

Game Republic, the Japanese developers behind Sony's feudal PS2 slash-em-up **Genji**, are working on an adventure game called **Unknown Realms** about two sisters, Ellen and Keats, one a high school student, the other a journalist who receive a mysterious letter from their long dead mother. The pair travels between dimensions to solve mysteries, including the spirit world, hell, ocean realm and martial world. Intriguing.

As we speak, the **Tokyo Game Show** will be drawing to a close, with Sony expected to show 27 playable PS3 games and intricate details of their online service including content from the **Sony Music** (including artists like Shakira, Justin Timberlake and Kasabian) and **Sony Pictures** (including films like Spider Man, The Da Vinci Code, Casino Royale and Silent Hill) back catalogue. Capcom will have playable **DMC4** on PS3, with 'surprises', and Koei have **Fatal Inertia**, plus **Blade Storm: Hundred Year War**. The big announcements belong to Konami, who will debut **ZOE3**, helmed by Hideo Kojima, the PS3 sequel to the PS2 mech game with 'heart'. The original game came with MGS2's famous tanker demo so don't be surprised if Konami repeat the same trick with **ZOE3** and an *Metal Gear Solid 4* demo in Spring 2007.

Talking of **MGS4**, expect a new 12 minute trailer, different from the Leipzig demo, and featuring 60% gameplay footage to surface at the TGS also – lots more next month then. Less certain to make an appearance, but definitely in development, is a new **Silent Hill** PS3 game being helmed out of Konami USA after the lackluster reception to the Japanese team's last PS2 outing **Silent Hill 4: The Room.** Equally dark, but potentially more comic, **Traveller's Tales** (of **Lego Star Wars**) fame are reputed to be working on **Lego Batman** – our initial enquires have been greeted by 'no comment ;)' replies and official confirmation that TT will continue to work on unspecified Lego games in future. Read: yes.

Do we have time to mention that Capcom's excellent zombie holocaust **Dead Rising 2** is being mooted as a PS3 exclusive? Good.

ON THE DISC
See the stunning Call Of Duty on PS3

"We can confirm that it's unspeakably good"
God of War 2 page 17

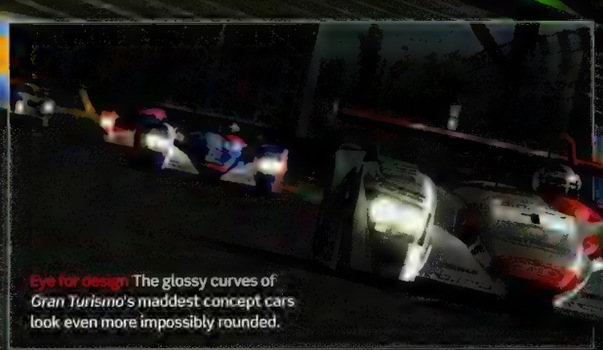
PS3 UPDATE

Gran Turismo HD looking sharp

But producer Kazunori Yamauchi plays it cool

What if you were Sony and one of your most important developer blokes – Kazunori Yamauchi from Polyphony Digital for example – started going on about how his first title on PS3 wasn't a proper game as such, rather a 'step towards' a real next-gen racer? You'd be upset, right? Well this actually happened and Sony didn't like it one bit. Like *GT4: Prologue*, *Gran Turismo HD* – or *Vision Gran Turismo* as it's sometimes known – is basically *GT4* with sharper textures and HD support. Same game, nicer graphics. But while we're not exactly pleased about this, we can't help but get excited about the lush graphics on show in these brand new screenshots.

On track Here's the famous Nurburgring, presented in ultra-sharp HD. It looks better than ever before.



Eye for design The glossy curves of *Gran Turismo*'s maddest concept cars look even more impossibly rounded.

The PSM3 Wrong-Righter

EMAIL PSM3 @
Spotted some Bertie Bollax in PSM3? Tell us.
psm3@futurenet.co.uk

Squirting the lemon-fresh scent of truth over past issues

PS3 TO LAUNCH IN NOVEMBER ✗ WRONG

We knew there weren't enough units to satisfy demand and we know Europe has always been a distant third behind Japan and America for Sony. But the delay still hurts like a thousand knives in the heart.

PSM2 74 cover

G'N'R ON GUITAR HERO 2 ✓ RIGHT

Last month, we hinted at a classic Guns 'n Roses track for the strumming sequel to Guitar Hero. And it's now confirmed that song will be Sweet Child 'O Mine. We'd rather Paradise City, but that's still great news. Rich talks of little else these days other than pretending to be Axl Rose. Hmm.

PSM2 79 page 18

WARHAWK BOD'S NAME ✗ WRONG

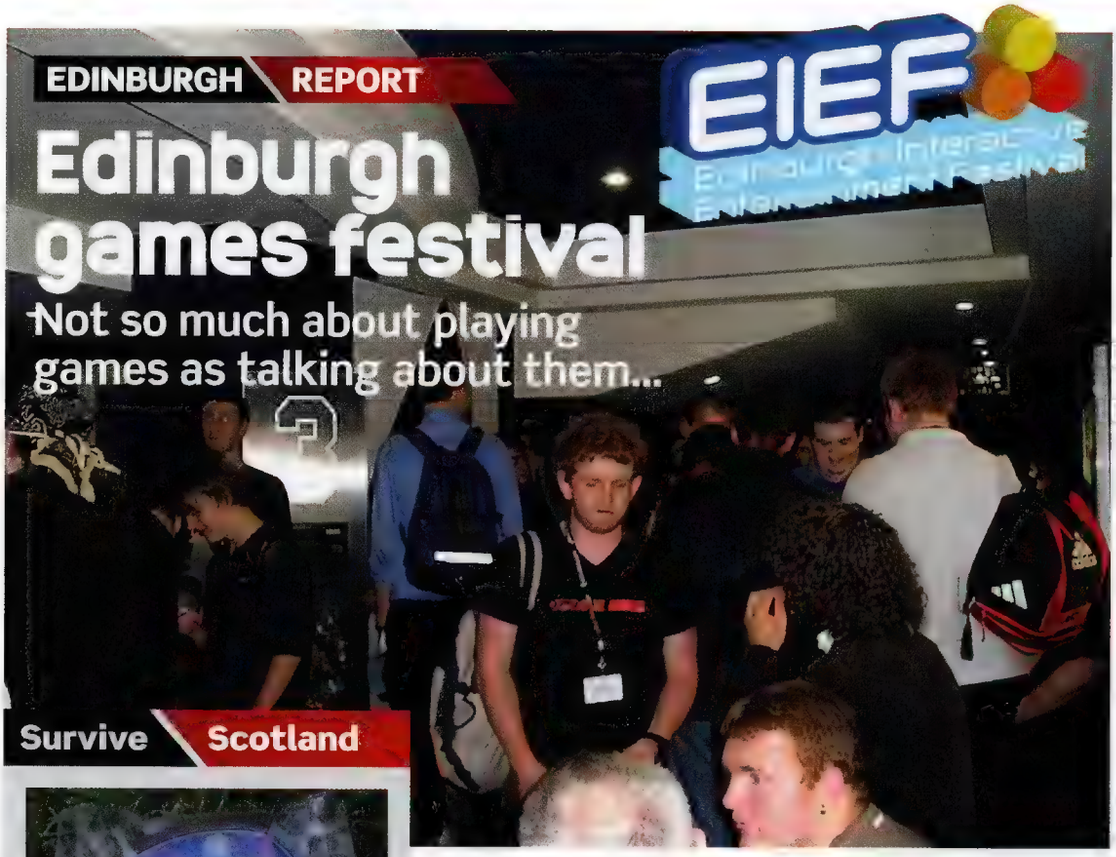
We got *Warhawk*'s producer's name wrong. In hindsight, it's obvious. Godfrey Smithers is the sort of name the Beano might give to a teacher. *Warhawk*'s Exec Producer's *real* name is Dylan Jobe. We could offer excuses involving words like 'placeholder text', but we won't.

PSM2 79 page 14

EDINBURGH REPORT

Edinburgh games festival

Not so much about playing games as talking about them...



The Edinburgh Interactive Entertainment Festival took place over the weekend of August 22. What's that? Well, The EIEF is like the Tokyo Game Show, but with haggis instead of sushi and a lot of long boring lectures.

The first presentation was by Ian Livingstone, one of the creators of Lara Croft. He gave a fairly dull lecture on the history of Ms Croft, talking a *little* too much about her chest. A rare screening of the *Tomb Raider* single - released only in France - raised a few eyebrows, combining reggae with '90s techno to appalling effect and was called, tastefully, 'Get Naked'. Yes.

A quick sprint over to the *Guitar Hero 2* demo revealed a couple of wannabe rockers who battered the developers' score on 'Trippin' on a Hole in a Paper Heart' by the Stone Temple Pilots. Plans for *Drummer Hero* were also announced.

Bitter disappointment kicked in when the *Colin McRae DIRT* presentation and, rather than getting to play some exciting rally action, we were treated to an hour-long talk on the game's new wind, mud and rain systems. What little footage was shown did look excellent though.

The EIEF, then. A bit dull, but at least we learned a lot about Lara Croft's boobies.

Survive Scotland

Andy's guide to surviving Scotland

Going to EIEF next year? Well, to survive up North one must be willing to assimilate with all local cultures. Step one: Try an assortment of local cuisine. Being the land of Haggis, Scotland is home to thousands of the buggers. But if you spot one don't try to corner it as it will probably try to bite your spuds off. Scotland is also home to a vast array of fish and chip shops. Upon entering one of these fine establishments, one should try the culinary delight of a deep-fried Mars Bars supper. Step two: Give up all hope of winning any national sports. While the Scots may not be the best in the world at football, rugby or cricket they do at least have a sense of humour about it. Unless you mention England winning the world cup in 1966. Us Scots just *love* that. Oh yes.

Edinburgh The highlights

There wasn't that much at EIEF, but we liked what we saw

Colin McRae: DIRT

The only confirmed PS3 game at the show and a good one at that. Sure, all the talk about splashing mud particle effects were snooze-inducing, but we saw the game in motion and it looks absolutely stunning.

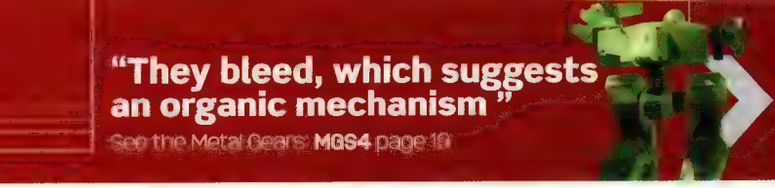
MOUSE

To help promote *B-Boy*, a man called Mouse was brought in to show off his moves. He's a famous breakdancer and he's brilliant at doing those whirling-on-the-floor stunts. He was the only 'celebrity' at the event, unfortunately.

Guitar Hero 2

New songs, flashier visuals and a general feel of 'newness' make *Guitar Hero 2* an exciting prospect. We just wish they'd hurry up and release it. We've had a hands-on and can tell you that the bass/rhythm co-op stuff is marvellous.

"They bleed, which suggests an organic mechanism"
See the Metal Gears: MGS4 page 19



LEIPZIG REPORT

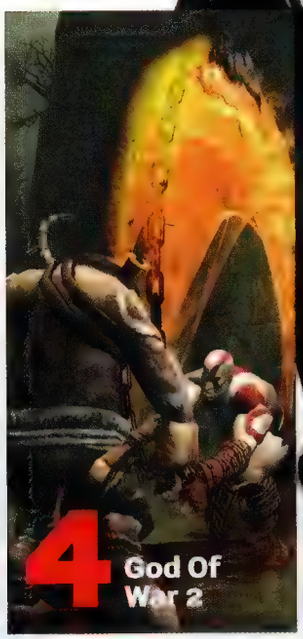
The best of the Leipzig games show

Meanwhile on our recent trip to Germany...

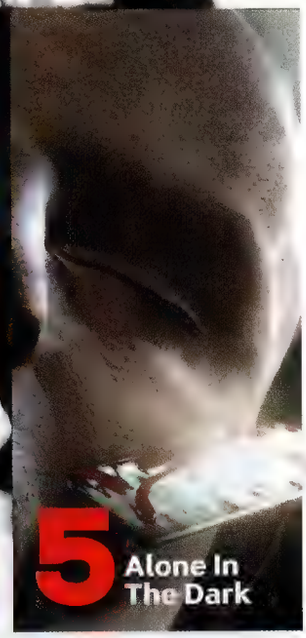
1 Stranglehold

2 Assassin's Creed

3 The Darkness



4 God Of War 2



5 Alone In The Dark

The Leipzig games show in former East Germany may not have the glitz of LA but it's Europe's biggest show and, on August 23rd 2006, we were there.

There were some top-drawer titles on display, starting with the glorious **Stranglehold** (1) on PS3. Epic slow-mo martial arts was the order of the day and Chow Yun-Fat's in-game face looked eerily realistic, making it feel exactly like a big budget Hollywood film (see page 50). Then onto **Assassin's Creed** (2), Ubisoft's medieval murder sim, which continued to impress with its stylish filmic presentation and levels teeming with life. **The Darkness** (3) was there too, showing off its mad combat. The character you play – Jackie Estacado, a mafia don possessed by evil – can unleash powerful tentacles from his back as he fights. This looks amazing when you see it from first-person in the game, and they're so strong you can use them to toss cars at people. But it wasn't all PS3 at Leipzig – **God Of War 2** (4) was keeping the current-gen side strong and, after another playtest at the show, we confirm that it's unspeakably good and that the action feels a lot slicker – which is incredible when you consider how perfect the first game was. Back to PS3 for our last highlight, the terrifying **Alone In The Dark** (5) which has the tentative subtitle of *Near Death Investigation*. Hmm. We're not sure about that, but the game's new 24-inspired structure sounds fantastically tense – each section is split into episodes, all of which end with a dramatic cliffhanger. So was the show a success? It sure was and although there was a lot we'd already seen at E3 it's always good to catch up with great games.

Stick your war in *God Of War 2* is looking incredible.

PS2 PLAYTEST

PSM3mag.com blog grows mightier

Get your daily dose of PSM3 for free

We know we announced this last month, but we can't shut up about our blog site. Yup, www.psm3mag.com is the place to be on 'teh internet' right now. Every day someone from PSM3 will be on there – even Milf – to tell you all about the events of the day, keep you up on the latest news or, sometimes, just to make some rubbish jokes at the expense of the other members of the team. Come and check it out. Now.

And, of course, you can leave your comments too, and we read every one of them and reply to any questions on um... 'Questions Friday'. Couple it with our myspace site (myspace.com/psm3) and you've got the ultimate in 'magazine plus cybernetwork crossover interfaces'. Whatever one of those happens to be. Come, join us online today.

Pub PSM3 | **Dev** PSM3 | **ETA** Out now

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Monday August 14, 2006
Late into the night...
Evening, troops. Dave here. Apologies for the late-in-the-day update, but that's deadlines for you. We're all still here at nearly 8pm, slaving away on the mag. And we'll probably be here till midnight, because that's what always happens in the day or two...
Read More
Posted by David Cook
Monday August 14, 2006 | News | Permalink | Comments (7)
Friday August 11, 2006
The making of... The PSM3 DVD
Howdy. Andy here, taking a break from putting together PSM3 DVD 80. Yeah, that's right – we work a month ahead of time with the discs which is, frankly, a pain in the caboose. Why? To get a tiny red circle on the box that says, in so many words, "Under...
Read More
Posted by The PSM3 team
Friday August 11, 2006 | News | Permalink | Comments (17)
Thursday August 10, 2006
Not that there's anything wrong with living in Newcastle
Good Thursday to you. The PSM3 borgmind demands your attention. (Not really. Dan G here, short-straw in hand, still waiting for our separate login IDs.) Today we've been talking about the demise of the E3 show and working on a
Calendar
August 2006
Holidays in Scandinavia
Copenhagen or Billund
in August & September

Best bits 'Highlights' this month include...

Friday, August 18

"Last night, Team PSM3 enjoyed a well-deserved post-deadline pint followed by a curry. Sadly, the combination of booze and spicy food has created several noxious clouds lingering over our desks. Today, Milf is busy flicking through a copy of Ngamer, Dan G is laying the foundations of issue 80 and Dave is cracking his knuckles at horrific volume."

Comments.

"I'd like to see the shitty games have whole pages so you can really rip into them. I enjoy reading reviews of bad games more than good ones, for entertainment purposes." **Matt Barker**

Thursday, August 24

"Dan G here. I fell down the stairs on Sunday and broke my collarbone in a freak wallpapering accident. After three days of sitting at home I've dragged my ass into work. So long as I remember to take my horse pills, the pain isn't too bad – if you don't mind being constipated and nauseous. And from Leipzig, here's the first 'behind the flaps' shot of PS3. Special thanks to Michael Jackson for the photo."

Comments.

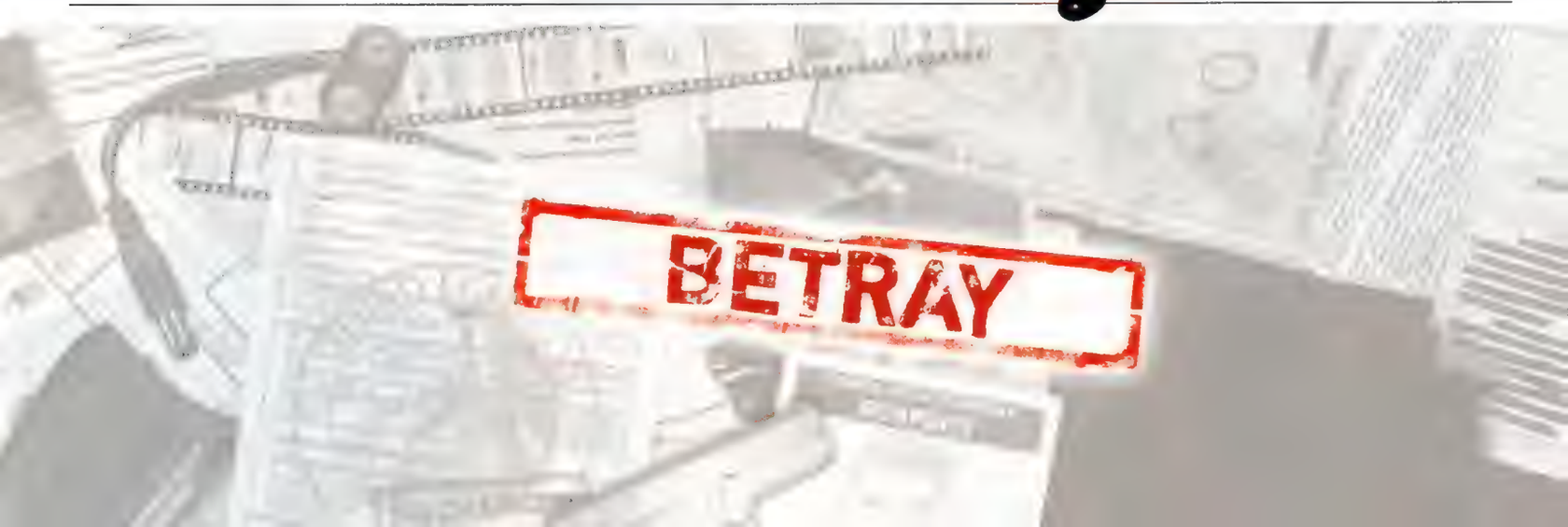
"Glad to hear you're not dead. I know how you feel – when I touch things, either they break or I break. It's not funny in the least bit... OK, it is." **Crazy Joe Colton**

Wednesday, September 6

"In the most self-destructive move since this side of Mel Gibson donning a dynamite bomber jacket, dousing himself in whiskey and driving the Mad Max interceptor into a Bar Mitzvah, Sony have confirmed the new UK PlayStation 3 launch date is March 2007. We'll save the rational analysis for the magazine, but for now – GYAAAARGH! What are they thinking? We welcome your thoughts."

Comments.

"I hope the Japanese and US versions both come with self-destruct mechanisms that explode as soon as the PS3 is switched on." **Barry The Scotch Expert**



Landmine A wagon load of troops are blown skywards as a hidden explosive flips their vehicle like a pancake.
Fall back A signal to leave sounds and these two fellas beg to back away from the action

PS3 ANALYSIS

New MGS4 trailer steals the show at Leipzig

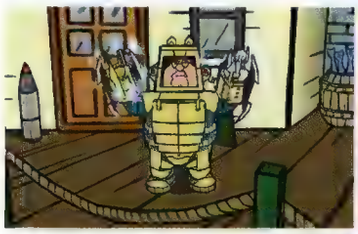
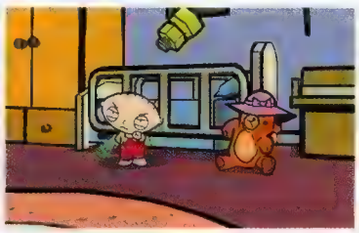
Kojima shows us just what next-gen Metal Gears are really capable of...

The real highlight of Leipzig was this new *Metal Gear 4* trailer which, oddly, doesn't feature any familiar faces like Raiden, Ocelot or even Snake. Instead it displays a ruthless rampage by the Metal Gears. They can run, jump, volley men into the air like rag dolls, leap out of the way of bazooka fire and work as a team to ambush their enemy. They even bleed when they're shot, which suggests they're an organic mechanism. Check out next month's DVD to see this footage in glorious HD.

Onetwovolley These metal gears don't fire a single shot at their foes. They're all about the hand kicking.
Leakage It's done for the gears. They celebrate by pissing out an odd lime coloured liquid.

The last minute shots of big importance

The freshest pics, squeezed in as we go to press

PS2 Family Guy All-new details on America's funniest family

Details **Pub** 2K Games | **Dev** High Voltage | **Genre** Cartoon action

Lowdown Great news. We can finally confirm that the very same cast that provide the voices for the Family Guy TV series WILL be lending their tongues to the game. This should mean reassuringly familiar profanities throughout, as you guide Peter, Stewie and Brian through the familiar Quahog streets. You'll even get to play dress-up, as this shot of Peter dressed as a hooker above delightfully shows. Review next month.

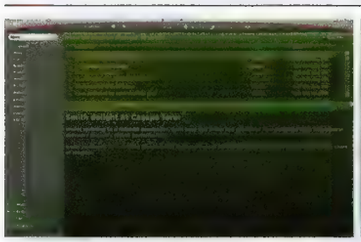
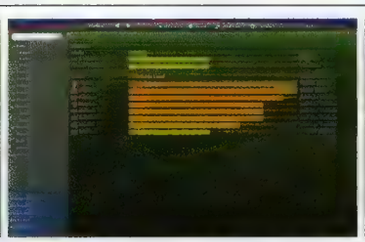
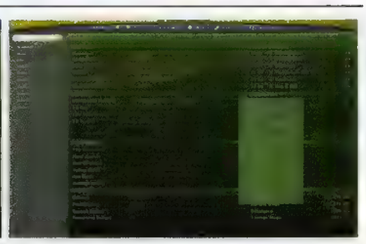
ETA November 2006

PS3 Clive Barker's Jericho Horror writer to out-scare *Silent Hill*

Details **Pub** Codemasters | **Dev** Codemasters | **Genre** Horror

Lowdown Acclaimed horror writer Clive Barker has signed a deal with Codies to bring his own brand of sickness to PS3. *Jericho* combines supernatural scares and balls-out shooting and, if these screens are anything to go by, the whole things is going to be bloodier than Ben Thatcher's elbow. Why all the gore? A mysterious city surfaces in the middle of the desert and only your magical skills can save the day. Them and your massive great guns, of course.

ETA Late 2007

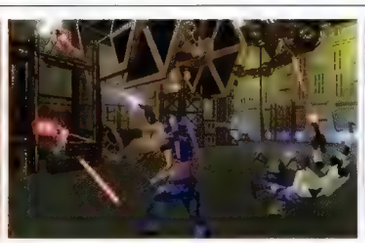




PSP Football Manager 07 A new season is about to kick-off on PSP

Details **Pub** Sega | **Dev** Sports Interactive | **Genre** Football management (durrrr)

Lowdown *Football Manager* isn't a game that changes dramatically from sequel to sequel. In fact, *FM2007* doesn't seem to have changed at all on the surface, but you can now play in the Portuguese and Australian leagues, while International Management makes its debut with full World Cup campaigns. The transfer system's been revised so you can offer players to clubs, there are new editing options for adding your own logos and – best of all – there's one-on-one Network Wi-Fi play.

ETA November 2006



PSP Star Wars: Lethal Alliance It's what happened between Episodes III and IV

Details **Pub** Ubisoft | **Dev** Ubisoft | **Genre** Action

Lowdown Stepping back into a galaxy far, far away Ubisoft are set to launch *Lethal Alliance* onto PSP. This latest *Wars* sees you playing as the *Rebel Alliance*'s hired hand Rianna and her security bot Zeeo, on the trail of the Empire's Death Star blueprints. As well as bashing up stormtroopers and travelling to locations such as Mos Eisley and Coruscant, you'll also be tricking guards with holographic decoys or blowing them to bits with gun turrets. It's set just after Episode III, so hopefully it can fill in some gaps for us fanboys too.

ETA December 2006

The Optimist

Don't worry. Be happy

"Five months will simply fly by!"

So PS3's European delay is a massive disaster then? Hardly. Sony has found the perfect solution to the dreaded, bad press-generating pre-Christmas crush. There'll be no shortage of consoles here or Christmas morning tears from confused kids. This rescheduling *masterstroke* is the greatest gift given to electronics consumers since the Gizmondo. (Hey, it's an underrated machine, OK?)

Count your blessings

Think how much better Christmas day will be now. Instead of spending all day playing the same *Ridge* you've played a thousand times – but with nicer graphics – you can, you know, talk to your gran. Eat brussels sprouts. Watch the Queen and Chitty Chitty Bang Bang.

And hey, if you're desperate, you can always take a trip to Japan and buy one on their launch day. You too can be one of those people pictured queuing in the rain at 3am outside a games shop. OK, the person in front of you will doubtless get the last one, but at least you'll have got a trip to the Far East for your troubles. If PS3 had come out here on time, you'd have just gone out to Game and back and you wouldn't have seen Asia. Aren't Sony *great*?

EMAIL PSM3 @
How do you feel about the PS3 delay? Mail us psm3@futurenet.co.uk

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Young team player Adrian is welcomed to the PES tournament by hippers like this cheeky fella in red

PSM3 INVESTIGATES

PES Rankings: The Final Countdown

The whistle is about to blow on 2006 *PES* rankings, but it's not over yet...

Well, it's been a whole year since the tortuous birth of the *PES* Rankings website – www.pesrankings.com – but, after the initial controversy, things seem to have settled down. Not everyone is happy with Konami replacing the nationwide get-togethers (remember the Saturday morning *PES* leagues?) with an online system that discriminates against those of us without broadband, but it's been a resounding success. Thousands of *PES*-heads are already signed-up and have been battling it out for months to be crowned the all-conquering king of *PES5*. And in our next issue we'll be hailing a new champion because it's almost that time of year again... It's nearly the Grand Finale.

The winner takes it all

That's right, the top 32 players from the length and breadth of the UK (see *PES* Contenders) are currently limbering up for the ultimate showdown at London's Virgin Megastore. This elite group will be battling it out for the chance to represent the UK in the annual European Championship, which is being held on October 4 in Dublin. The winner of the Grand Finale – and one runner-up – will then be whisked off to the Emerald Isle to rub shoulders with the cream of Europe's *Pro Evolution Soccer* players and they'll even get the chance to talk to the head fish himself, Seabass.

Not only that but there will even be a free bar, so the lucky few can slosh down champagne like there's no tomorrow. Count us in. Unless they're under 18, of course, in which case there will be, erm, Fruit Bursts and jelly. Sorry about that.

We'll be there to give you a blow-for-blow account of how the Grand Finale goes and we'll also be on the bus to Dublin to report on how our two finalists compare against the rest of Europe. It should be quite the craic. Find out who wins next month.

PES Contenders

Here's the top 32 players in the UK. See if they make the finals next ish.

1. MarkogGardinic
2. RobMclean
3. oldboiler
4. wayne011
5. RobBlake
6. ayzee
7. Steven86
8. BARR2K
9. Celtic_fan50
10. marsh
11. andypes5
12. rhyzb_whufc
13. Jonaldinho
14. Sidarloking
15. IDRIS
16. darkbright
17. Naz_Singh
18. benandrews
19. Osiris
20. Jigga..
21. BreeZe
22. HANSLIGG
23. ranx1
24. shane2002uk
25. dean don
26. JJman
27. Wallace
28. Mazin
29. John Jackman
30. Viper..
31. DannyHTD
32. kuriousOranj

Prize and shirt. This is Jermaine and he looks so smug because he won the tournament he entered. Well done.

"Every event was a complete success"

The Virgin Megastore tour went a storm

EUO KINGS

Steely-eyed The concentration levels were at an all-time high throughout. Must... blink... soon...

Settling in Late-comers were greeted by the sight of every PES pod being manned by keen players.

2007 Next year

Will the *PES* League be reborn?

If rumours are to be believed, then the National *PES* League may rise from the ashes at the end of the year. Our sources (who we can't reveal because Konami's hired muscle may crack their skulls) tell us that a reversal back to the old format could be on the cards as early as this October. This means that venues across the UK will play host to hundreds of players once again as the search begins to find the king of *PES6*. For us, this is great news. If it's true (fingers and legs crossed, eh?), then it means we can trundle to these sessions at the weekend, meet you fellas face-to-face and ultimately get your proud mugs on these very pages. Brilliant. We'll be keeping tabs on how this – as yet – speculation develops. Come on Konami, make it real again.

Events PES: The Virgin Store Tour

How did the recent *PES* tour go down across the country?

From London to Glasgow – with a few stops in between – the *PES* tour bus has rolled up to the UK's biggest Virgin Megastores over the last six months, offering anyone the chance to flex their skills in tournaments. PSM3 were on-hand to pick up on all the action.

Glasgow – Home of the champions

This was the most successful event in terms of the premium standard that strutted through the door. It's not surprising really, when you consider that the Highlands is home to Rob McLean and Mark Gardiner, the two players at the summit of the *PES* Ranking table. And, as it turned out, this was the only tournament where registration to take part was fully booked.

Good show?

Excellent. This was the place to see the créme de la créme of *PES*

★★★★★

Leeds – One for the ladies

For a brief second in Leeds, everyone froze. An actual girl? Playing PES? An astonishing first and a dream come true for those fellas searching for their perfect missus. And if that wasn't enough for the ensemble of wide-eyed spectators, some jokers latched a prosthetic arm to one of the controllers while no-one was looking. We didn't know whether to laugh or cry so we did both. We know how to express our emotions.

Good show?

PES, women and comedy. A great day.

★★★★½

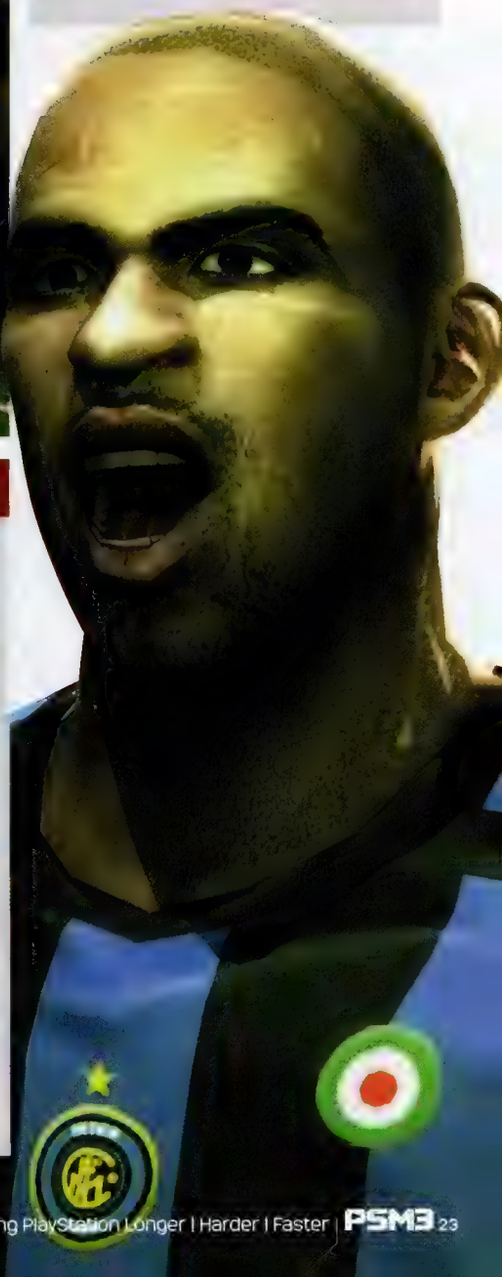
London – Brazilliant guest

Although there was a slow turnout for the Big Smoke's *Pro Evolution Soccer* event, there was plenty of skill and banter between players on display. But this already special occasion was made more special than Christmas when Brazilian footballing legend, Pelé, stopped by to meet and greet the participants. And also to pimp his new book with all the subtlety of a massive sledgehammer strapped to a truck.

Good show?

Pelé turned up. Enough said.

★★★★½



Cover Game

PS3

Pub Konami | **Dev** Konami
Players 1-8 | **Genre** Sport
FYI *PES will be hitting PS3*

ON THE DISC
See the latest batch of Pro Evo images on our disc.

Hair Today Italian playmaker Pirlo looks stunning on Xbox 360 – but the PS3 version is mooted to feature free-flowing, fully animated locks.

World in emotion Next-gen *PES* promises realistic player expressions – though Gilardino looks a bit *too* surprised here.

Realistic suits Producer Seabass wants more unique player animations and dribble styles – so bigger players make heavier strides.

LT CF Toni RT

NEXT-GEN PES SHOOTS FOR PS3

The truth about *PES* on PS3, that misleading Xbox 360 deal and why *PES6* on PSP might be the footie game of our dreams

Dan Dawkins

For once, the bad news is the good news. The bad news is that *PES6* will be a 'next-gen' Xbox 360 exclusive for the next twelve months, but the good news is you'll be able to play the *real* next-generation version of *Pro Evolution Soccer* – or rather, *Winning Eleven* – as little as a month after buying your UK PS3. This was the situation puzzling games industry pundits during late August, as excitable "*PES* exclusive to Xbox 360!" and "PS3 is teh SuXXor" stories began to circulate the internet. The rumours escalated after a statement made by Konami's European Product Manager, Hans-Joachim Amann. "We're very pleased to be bringing the next-generation edition of *Pro Evo 6* exclusively to Xbox 360 until late Summer 2007" – until the gloating Xbox fans and Sony haters were tackled studs up by, surprisingly, Konami of Japan.

"Sorry, but I have to say one thing about the Microsoft presentation," warned *PES* team member and Producer Seabass' official translator, Aki Saito during the Leipzig game show. "It was misleading. We never said exclusive for one year for the next generation. We said this year – 2006. We agreed it was this year." The truth is that a Japanese version of PS3 *PES* has been in development all along – a fact confirmed to us by Producer Seabass at Leipzig – and that the Xbox 360 'Exclusive' claim is a convenient interpretation of the truth. The PS3 game was *never* scheduled for 2006, and the Japanese version – i.e. the traditional lead version of *Winning Eleven* that becomes *PES* – is set to hit its yearly release slot of April as usual in 2007.

Rumour and conjecture

Microsoft were able to claim 'exclusivity', when it was only really a case of fortuitous scheduling. The fact is that the Xbox 360 version currently looks and plays like an enhanced version of the existing PS2 game, and not a true next-gen version of *PES* (though, in fairness, there may be time for improvement, we're basing our impressions on code shown at the Leipzig game show – but with only two months before launch). With Xbox 360 already perceived as a 'failure' in Japan – it's not Sony propaganda, but fact, as the machine is only shifting 1000 odd units a week – the priority has always been on the PS3

version. Konami would naturally support Sony, a fellow Japanese company, who are expected to comfortably win the next-gen war on home turf.

Technically, Microsoft aren't lying – the only place to play hi-definition *PES* will be on Xbox 360 until next year, but they forget to mention that Winning Eleven (name TBC) on PS3 will come out in Japan as usual in April. Better yet, since PS3 will be region free, you'll be able to import the game on your UK PS3 as soon as it comes out, which almost makes us glad they've delayed the machine's release. Almost.

Konami won't confirm that they're focusing on the PS3 version – or *can't* due to the politics involved – but Seabass admits, "Frankly speaking, the controller that best matches our game is the PlayStation controller, so the PS3 is going to be a good match in terms of play feeling and control." Another shock is that the Xbox 360 version only supports one-on-one play, while this year's PS2 version offers – and we can barely believe this ourselves, so wait until we test it next month – full eight-player matches, either with two Multitaps or up to four linked PS2's.

What can you expect from PS3 *PES*? While nobody outside Japan has seen code, we've compiled hands-on impressions of the next-gen code so far with facts and quotes from Seabass himself to build a full picture. And there's good news for PS2 owners, too. "If you look at when we jumped from PSone to PS2," reveals Aki Saito, "We kept on releasing for about two years on the PSone. The PS2 will probably be much longer, and we're not going to [illegible] on other platforms and upgrade [illegible] your [illegible] PS2 [illegible] [illegible] first [illegible] PS3 [illegible]

What do we want to see in PS3 PES?

Given the relative disappointment of *PES6* on XBox 360, we've come up with a dream list of features for next gen *PES* on PS3. Seabass, you might want to take notes...

1 Superior team AI

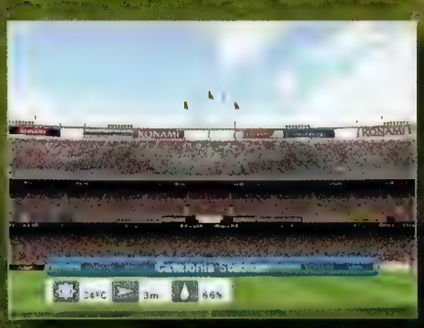
We want team-mates that don't just jog around aimlessly while you're in possession. Your intelligent players should actively seek space and livewires like Tevez should dart about the box looking for passes to feet. Even subtle touches like players yelling for the ball or raising an arm to ask for a pass could improve things.

3 Inspirational Leaders

Captains should have different styles, so Gerrard might gee up his teammates by shouting encouragement and clapping his hands. But quiet blokes like Scholes could have a direct effect on the team by playing well and setting an example. Maybe captains could encourage players within range to put in a bit more effort with, say, a touch of L3 – creating a temporary Stamina boost. A 'Cult Hero' ability star would be great, causing the crowd to cheer more when that player is in possession of the ball.

2 Richer atmosphere

England fans should chant their monotonous "En-ger-land" yell and there should be audible samba drums and whistles resonating during Brazil games. Is it too much to ask that clubs play at their actual ground? We're sick of playing Fulham at the Hauptstadtstadion.



Emerson

PES on PS3: The Facts

4 Unique Animations

Not just a new header or back-heel, we want Cristiano Ronaldo to dribble head-down in his mazy way with stepovers galore. We want Henry to strip a man down the flank with a serious burst of speed. And when players become knackered a visual representation like puffing and panting would give you a better idea of when you should haul them off.

5 Improved licensing and editing

We want more licenses and the ability to edit the Master League so it feels 'real'. Being promoted from Division B to A doesn't have the same sense of achievement as securing your ticket from the Championship into the Premier league. Even *This is Football* secured the shared rights to almost every club and player in the world.

6 Use the PS3 tilt pad

You could use the tilt functions to swerve shots and corners or even take powerful throw-ins. Picture the scene: lifting the pad behind your head and launching a throw like cannonball. Brilliant. Or introduce a button to grab a player's shirt and you subtly yank the pad to hold him back at the risk of giving away a free kick.

7 TV-style presentation and stat tracking

Master League is crying out for an end of season round-up reel or a showcase of every one of your goals saved onto PS3's internal hard drive. This could include sending-off incidents, moments of pure skill and a 'Goal of the Season' competition. The latter could be incorporated into the online world of *PES*, where a panel of independent adjudicators pick the best ones.

Master League Changes

"I want to make the ML completely different and fun for the audience," confirms Seabass, "We're even thinking about online Master Leagues in the near future." This has long been the team's aim – a persistent online Master League where's there's only one, say, Rooney, and he gets sold at the highest bidder (a bit like a Fantasy Football auction). It would encourage people to 'gamble' on lesser known players, and create genuine attachment for your 100% unique teams.

Online Downloads

Konami would love to offer online kit, team and stadium downloads, plus stat upgrades. "Technically it's possible on PS2," confirms Seabass. "But we have to clear a lot of things first. We need to sort the licenses and political stuff out. It's all part of our future plans."

The name?

"*Winning Eleven 11* (the next in the series) is actually one of my favourite title names", claims Seabass. "But there are a lot of people in the company who think we should not use it."

Graphics

"Of course the graphics will be better," says Seabass. "The hair and the uniforms will be much more expressive... we'll be moving a lot more, and doing high level calculations to make that possible."

11 vs 11 Online Play

"Not next year, but in the future, yes," confirmed Seabass to PSM2 back in 2003. "We experimented with *PES3* so you could play as just one player – for example, like Beckham in the English squad – and this is a step towards our online thing. It's not that we did that feature for fun this year – we can see how the market reacts."

More real-life moments

"First of all, yes, work has started on Xbox and PS3", claimed Seabass in 2005. "We still think *PES* falls way short of real football, in terms of capturing exciting scenes or scenes that make you think 'Oh, this is real'. On the next-gen we will impress people who know football with a wider range of unique situations."

EMAIL PSM3 @
Got some better ideas for *PES* on PS3? Tell us: psm3@futurenet.co.uk

On the ball Pro Evolution Soccer 6 looks much more promising on PSP than it did last year.

PES 6 on PSP: hands-on verdict

The handheld *PES* we've all been waiting for?

Against all expectations *Pro Evo 5* didn't deliver on PSP – thanks to fiddly controls, the zoomed-in camera, and the removal of Master League. But everything about *Pro Evo 6* is going right. Not only can you adjust the camera, you can adjust everything you have become used to tinkering with in the PS2 version. In short, this is the PS2 version crammed onto your PSP.

In-game, camera adjusted, the action's as smooth as you've come to expect. The analogue nub works a treat for dribbling past the defence, the bumper buttons govern running and chips and the face buttons mirror those of the PS2 set-up.

Control yourself

The big change is your degree of control. The need to hold down the close-control button to trap the ball seems to have been watered down, so players automatically take the ball under control, leaving you free to focus on dribbling. Deeper ball control options are still in here, but few are going to master the tricky double-taps of the bumper buttons required to use them.

In some ways *Pro Evo 6* on PSP feels like a step backwards for the series, to older editions like *Pro Evo 3* and *4*, in which the core skills of dribbling, long balls, crosses and set-pieces were more useful. Don't get confused, however, as this simply ensures that, on handheld at least, *Pro Evo 6* plays a blinder. With less reliance on close control the matches feel faster and livelier. There are still issues with the game's flapping keepers, but to *WE10* standards.

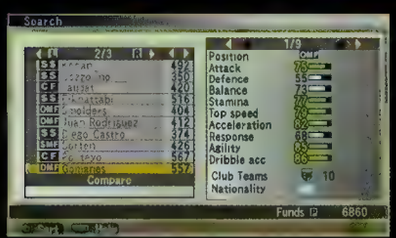
Any thoughts of *Pro Evo* regressing too far into the series' past are diminished when you start fiddling with the game's options. You can adjust the camera but also edit teams, player names, strips and tournaments. And Konami has managed to cram in the entire Master League mode from the PS2 game. All the new players, complete with tweaked stats, are in here and being able to transfer data from PS2 to PSP will ensure die hard *PES* fanatics can get their fix whether glued to the sitting room TV or hunched up on the bus to work.

The final coup de grâce is the inclusion of the *Pro Evo* online service. Mimicking the online set-up screen from the PS2 and Xbox versions, you can create games and then surf for likeminded players. All your stats will appear in your player profile, showing win and lose ratios, goals scored, etc. Again, as with *Pro Evo*'s console cousins you will earn *PES* points for wins and draws that can be spent on new strips, stadiums, classic players and in-game effects. This is sadly limited to ad-hoc play only for now, but should pave the way for an Infrastructure mode next year. Can't wait. Keep tuned for more news.

Game of Two Halves

The low down on what's in with this year's *Pro Evo*...

	LAST YEAR	THIS YEAR
The ability to adjust the camera view?	✗	✓
Full, in-depth Master League mode?	✗	✓
Slick, smooth handling?	✗	✓
Sensible button configuration?	✗	✓
Fully adjustable camera view?	✗	✓
Complete, in-depth Master League?	✗	✓
Slick, smooth handling?	✗	✓
Perfect analogue nub support?	✗	✓



Master on the move

Last year's *Pro Evo 5* on PSP was lacking in one major area – no Master League. This season the single-player Career mode makes its handheld debut.

Konami has managed to cram in all of the latest player and team data from the PS2 version, complete with tweaked stats for many new and ageing players. Just like on the console version of *Pro Evo 6* you'll find Becks has slowed up and Paul Robinson flaps at every cross – so no change there. Now we get the full package. Last year's *Pro Evo* offered the chance to link-up to the PS2 version to download teams, but not a purpose to it. Now you can import your Master League side and continue playing on the move.

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PS2

Pub Konami | **Dev** Konami TYO
Price £30 | **Release** October 27
Multi-player 1-8

ON THE DISC
Lots more exciting shots of *Pro Evo 6*
Extra/Screens

PSM3 BUY IT

Pro Evolution Soccer 6

Great news for online players, bad news for Germans

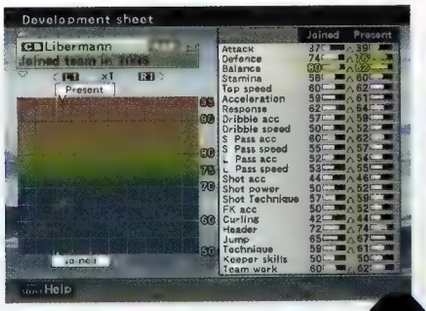
KNOW IT NOW

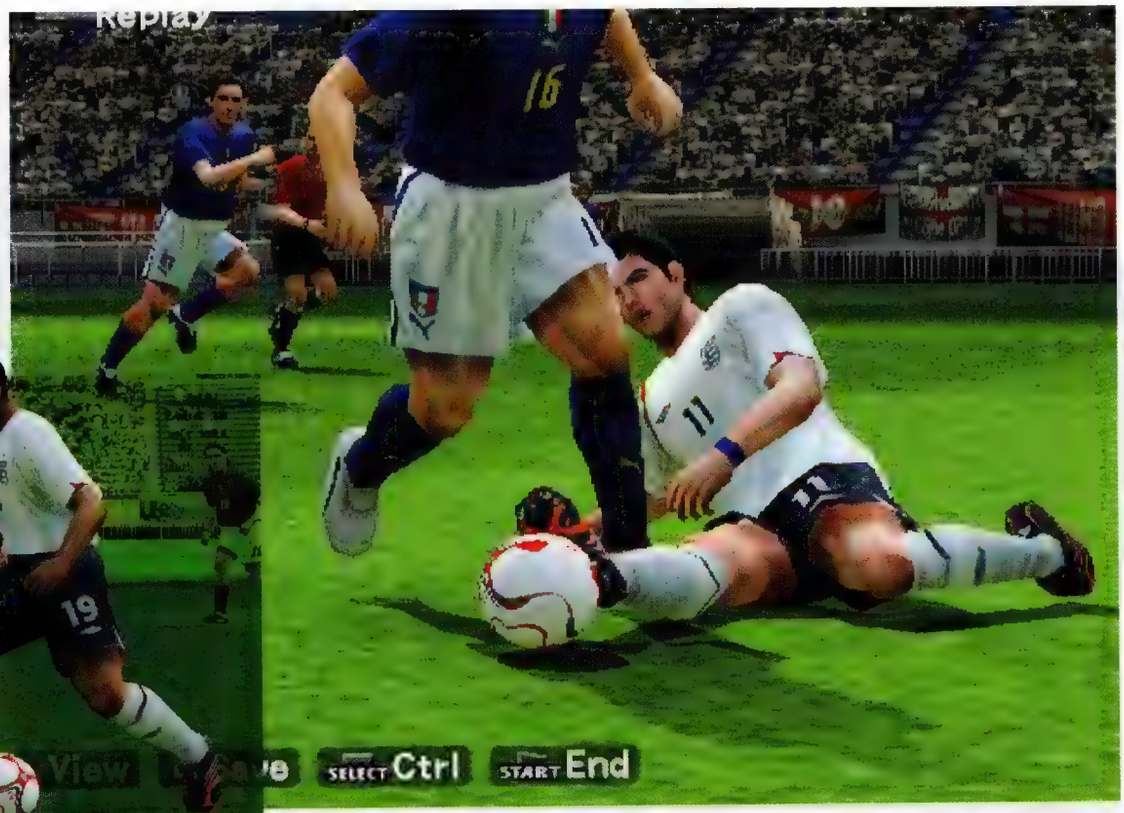
Manchester United and Arsenal?	☑
1-8 player online play with no lag?	☑
Random Selection Matches?	☑
German league and all Premier teams?	☒

First, the 'scheiße' news. *PES*'s licensing has got *worse*. Chelsea (now London FC) have been replaced by Manchester United (formerly Man Red), the Welsh team is captained by Gils and, most incomprehensibly, the Bundesliga has been completely erased – with Bayern Munich the only survivors. Yet despite losing Germany, *PES6* retains the country's key attributes – from the mathematic efficiency of the gameplay, to the surging, unpredictable, passing movements reminiscent of Jurgen Klinsmann's gung-ho World Cup team to – sadly – the almost depressingly functional presentation, with the minimalist 'charm' of a Bauhaus industrial estate. In fact, it's a sufficiently mixed bag for the much-improved *FIFA 07* to take the contest to penalties – where *PES6* triumphs more emphatically, and predictably, than a German team that has only missed one spot kick in 24 years.

Put simply, *PES6* feels *better*. Passing movements are simultaneously crisper *and* messier than *FIFA 07* – read: more realistic – since they're a direct result of the clarity of your thinking and the abilities of your players. Off-the-ball movements are more fluid, intelligent and, once again, aggravating, depending on your fellow players' ability. Shooting feels more responsive to the point of being too exacting, once again, *relative to the ability of your players*. Do we need to go on? *PES6* feels like masterminding a team of 11 unique individuals, where each Attack, Agility, Balance, Shooting point, or Playmaker ability star makes a difference – or, more importantly, *feels* like it makes a difference – and requires unique handling to maximise their worth. While initially intimidating, it's this scientific precision that makes *PES6* the more demanding, skilful and ultimately rewarding game.

Game for a Graph Master League's key lure is nurturing young players into stars via their unique growth curves.





Biggest surprise? Pace. *PES6* is slower than *PES5*, and *much* slower than its Japanese forebear *Winning Eleven 10*. Relatively speaking, the Japanese game feels more like an arcade game, with lightning quick dribbles, while *PES6* is much more physical, thoughtful and littered with imponderables – a sim of *real* football and everything good and bad therein implied. Games often descend into gritty midfield battles, defenders sometimes inexplicably screw balls into touch, stumble or get pulled out of position, and shots mysteriously float 30 yards over from decent positions. We say this every year, but the maxim is no less true – it's a more unpredictable, physical game, playing to the strengths of fast players and lumbering giants in different ways.

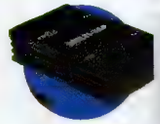
Walcott in a trap

If Theo Walcott (who's now actually decent, with 93+ Speed and Acceleration ratings) slams into, say, a stocky defender like Van Buyten, he'll either stop dead or, if the angle's right, literally get spun through 360 degrees, possibly recovering the ball on the way past – just one of the subtle new animations. Conversely, players with great technique and immense acceleration like Christiano Ronaldo can fool a player with a snap change of pace and roar past unchallenged. Moderate players get no such license, so you've really got to work the ball to your star men – the Messi's, Eto's, Henry's and Adriano's of this world – if you want to dribble through defences or streak down the flanks.

Shooting is fiendish. Just like last year, you've really got to align your body shape, speed and preferred striking foot to hit a clean drive, but the timing's even more critical and, at times, almost inexplicable. One minute you can go clean through, gently tap ⓞ and steer a ball into the bottom corner, the next, just *caress* the button and watch in dismay as the ball flumps over the bar. *PES5*'s dependence on Middle Shooting, resulting in myriad goals from 25-30 yards, often from lethal first time strikes from players like Lampard or Gerrard, has been scaled back so once again it's all about working the ball into the box. You *can* still score from range, but the defence closes you down quicker. Now, perhaps more than ever, there's no more chance of exploiting a 'certain goal' technique than there is in real-life.

This, of course, has always been Producer Seabass' aim – to 'break' sure-fire scoring techniques and make gamers play to team's strengths. For example, you're much more likely to play a tricky, flick-pass flair game with Brazil than with a stout, patient, passing team like Italy. Basic passes can no longer be taken for granted, so you've really got to take care to align your body and avoid 'blind' balls hoping there's a man ahead. As a result, players

New Online Modes? Konami claim 1-8 player action on up to four linked PS2's with zero lag. Given *PES5*'s online trouble, it's best to wait until next month's test.



Alternatives

You could pick up a cheap copy of *PES5* and change the teams manually, but... transfers aside, *PES6* is a better game. Lower league fans shouldn't rule out *FIFA 07*, however.

Pro Evolution Soccer 5 | PS2 | 93%

FIFA '07 | PS2 | 84%

This is Football 2005 | PS2 | 68%

Red Card Soccer | PS2 | 80%

Pro Evolution Soccer 5 | PSP | 80%

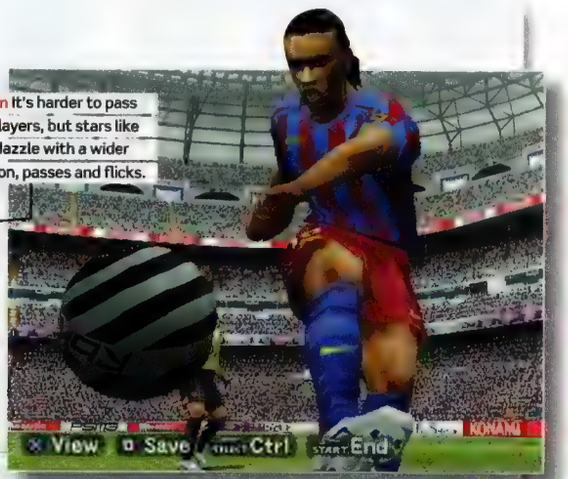
What if?

The perfect player...

Frankenstein? Pah. Here's *PES6*'s dream player and why he's so good.

Safe hands Agile shot stoppers like Petr Cech are capable of breathtaking saves – but *PES6*'s keepers are prone to shock errors.

Football brain It's harder to pass with weak players, but stars like Ronaldinho dazzle with a wider range of vision, passes and flicks.



Lightning pace Players like Henry can now leave players for dead with a change of pace – a more pronounced effect than *PES5*.

Body strength With a Balance rating of 98, Adriano can literally barge past weaker players, with momentum playing a key role.

Quick feet Standard players' skills are merely competent, but you can feel the difference when twisting with stars like Christiano Ronaldo – 'drawing' free kicks like real life.

Three Lions It's not all bad news – the England kit is official, as is the entire French Ligue One.

Quick off You can perform cheeky new 'quick' free kicks by pressing L1 and R1 before the other team settles down.

with great technique really let you play a zippier passing game.

Puyol on the pressure

On the flip side, defending is more fun. Defence Leaders with great reactions, like Spain's Puyol, always seem to be in the right place, mopping up loose balls and smashing weaker players out of the tackle. There's a great satisfaction to be taken in just 'locking out' the opposition, closing down their options, sweeping up loose balls and clattering them in the challenge – rewarding players for picking tougher, less traditionally 'sexy' sides. That said, it's also easier to accidentally pull a defender out of position – there's less computer assistance – so by blindly running forward with a centre back, you can leave gaping holes for wily OMF's to play cutting through balls.

Stat bastard

In 30 hours of heated play we witnessed...

Fave Feature

Goalkeepers are erratic – though way less exasperating than in *WE10* where the ball would frequently screw off a keeper's body/arm/bum into the net. They're more athletic, making some unbelievable diving saves, even though the 'force field' effect when they come to claim high balls proves maddening when you're attacking. It touches on a higher, almost unprovable, point – that *PES6* 'bends' the game to create exciting stories: be it a star striker wildly screwing the ball wide, a chunky defender being brushed aside like a baby or a keeper making an incredibly unlikely save.

Master League fans will feel this pain more than most – qualifying from the Second Division, with crummy default players like Huylens, is maddening. The game AI closes you down like, well, like an artificial intelligence, and your shots almost always loop wide or trickle away. In one match, we had ten shots to the AI's one, hit the post three times and watched in dismay as our Centre Back inexplicably missed a through ball, allowing us to lose one-nil. Otherwise, the Master League is as addictive as ever, largely due to the pride of nurturing young talent, wheeler-dealing to buy ageing stars or unknown gems, and forging your motley crew into a winning unit – oddly, the worst bit is when you've got a side with Ronaldinho, Adriano and Henry *on the bench* and knowing you can't lose. It's as consuming as ever although the lack of new features makes this year's ML slightly soured with familiarity.

In fact, apart from the excellent Random Selection mode and new 'Simple' Tactical

New Modes

Random Rules, OK?

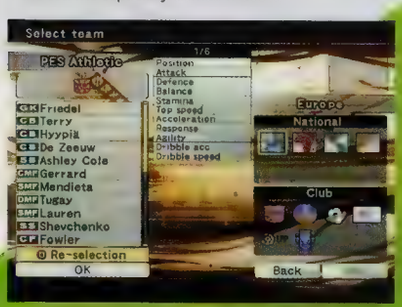
How Random matches will change the way you play *PES6*

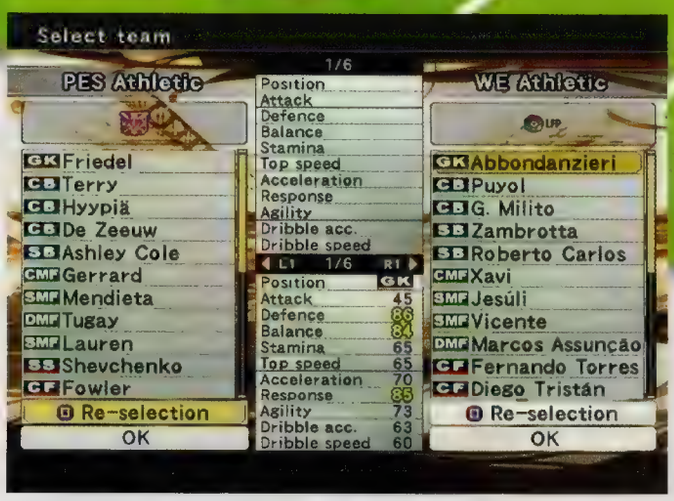
If, like us, you play a lot of multi-player *Pro Evolution Soccer*, you'll know how quickly games descend into depressingly familiar fixture after depressingly familiar fixture – France Vs Brazil, Italy Vs Brazil, Chelsea Vs Man United... the sort of clashes where everyone's scared to pick a 'weaker' team for fear of getting smashed to pieces. Enter *PES6*'s Random Selection Match, which picks an entirely random selection of players to ensure fair – or not so fair – match-ups. You can select random teams in two ways. 1) By League (e.g. A random selection from the Premiership against, say, a selection from the Spanish League), or 2) Area – where a random selection of European players takes on a selection of, say, Africans. Confused? We shall explain all.

Here's an example of a random Premiership team against a Spanish team, which also allows us to perfectly illustrate the new 'Simple Settings' feature in the Selection/Tactics menu. Just click on Simple Settings > Suitable, and the game automatically suggests your 'ideal' formation based on your players' ability, or if you prefer, condition. If you're still not happy, you can click a ticklist to request the ideal formation for, say, 'Attack', 'Side Attack' and 'Behind Backline' play or, if you'd rather shut up shop, request a formation for 'Defence' or 'Mark Key Player'. Don't fret – all will become clear below.

How it works.

Select your Region/League (as pictured below) and press ⓐ to 're-select' and get a new selection of players if the team is especially dismal. That's it.





options (see Random Rules, OK?), plus the slightly untimely International Challenge mode which apes World Cup qualifying, there are few headline 'new features' – certainly nothing on a par to compete with the marketing-friendly new additions in *FIFA 07*. The improvements are all subtle, gameplay 'feel' issues, rather than bullet points on a product sheet – and, unfortunately for *Pro Evolution Soccer 6*, a less dedicated player might very easily miss them entirely.

One thing you *can't* miss is the patchy licensing. With the loss of the German league and the odd 'two Premier league teams only' rule, *FIFA 07*'s ever-expanding realism, including 100% accurate teams from the Premiership to lowly League One, looks ever more alluring. At times, when playing as Manchester United against Berkshire Blues in League B of the Master League, fighting for the right to get promoted to a mysterious League A comprising of top British teams like Merseyside Red, Pompy and, for some odd reason, two random French teams, it's easy to get depressed. It's a bit like drinking in a Gatwick hotel bar – you can't escape the feeling that no one has any right to be there, and a creeping sense of dislocation.

Pro Evolution Soccer 6

"It's the least evolved *Evolution* yet, but ironically, probably the best as well"

Short it out Note the cycle shorts and sponsored boot detail – neat.

Simple Selection. You can select your best (or 'Suitable') formation based on player ability, or by fitness – the computer then strikes a balance between the two. It's a great addition for players who like to use tactics, but can't be bother messing around. You can also press ▶ to Auto-Select the fittest players on the Change Player menu option.

The most exciting addition is 1-8 player online matches, using two Multitaps or via four linked machines, but it seems a bold claim given that *Pro Evolution Soccer 5* struggled to run four players (two-on-two), with one half of the game suffering guaranteed 'lag' and almost completely ruining play. Sadly, we weren't able to test this feature at the time of review, but potentially this could be the biggest addition in *PES6* and there's the prospect of new online modes, too. More next month.

Get official kits -the hard way

***PES6*'s incredible editing options allow you to create near-perfect team kits, logos and flags from scratch. Our tip? Wait for the net kids to do it, and buy an Action Replay cartridge...**

No evolution soccer

PES6 is the least evolved *Evolution* yet, and ironically, in literal comparison, probably the best. The licensing is disappointing, but the flexible Edit mode offers some grace. It's still the *only* game we play every lunchtime and talk about all day. In that respect, there's an argument it should score 1000% as a reason to own a PS2 in itself. But with great love comes great expectations, and it's hard to avoid a tinge of disappointment. But to keep this in perspective, we think *PES6* on PS2 is better than the Xbox 360 version – or at least, the early-ish code discussed on pages 22-25. However, when *PES* makes the leap to PS3, it doesn't just need to evolve, but be reborn or there's a threat, to quote the German expression, that next year *FIFA 08* will be the one regarding Konami's star player with schadenfreude.

Dan Dawkins

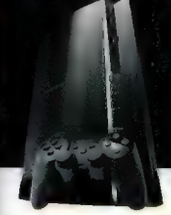
PSM3 Verdict

***Pro Evolution Soccer 6* contains...**

360° fouls | A scary flag editor | Shiny Reebok balls | Manchester United | No German league

Overall A slower, more physical and *realistic* sim of football's highs and lows. Sad about the licensing, though.

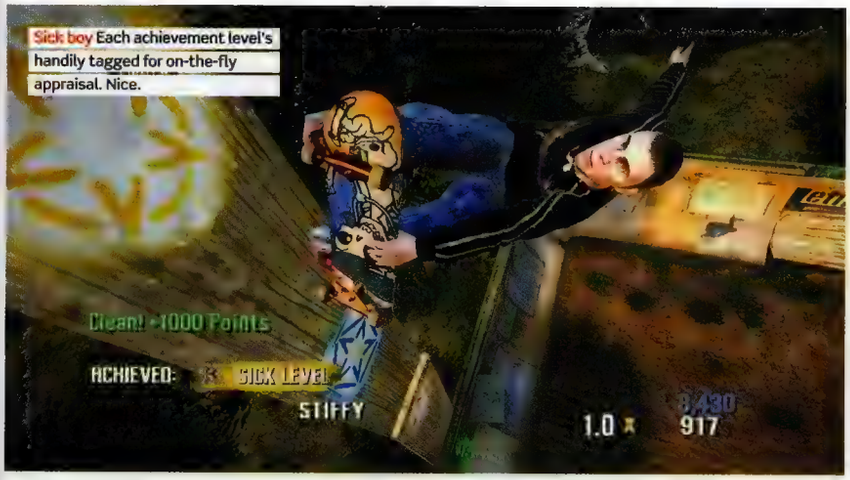
91



PS3

Pub Activision | **Dev** Neversoft
Players 1-2 | **Genre** Extreme Sports
FYI The first *Hawk* to hit next-gen

ON THE DISC
Watch the latest trailer for Project 8 right now
DVD/PS3/Latest



Sick boy Each achievement level's handily tagged for on-the-fly appraisal. Nice.

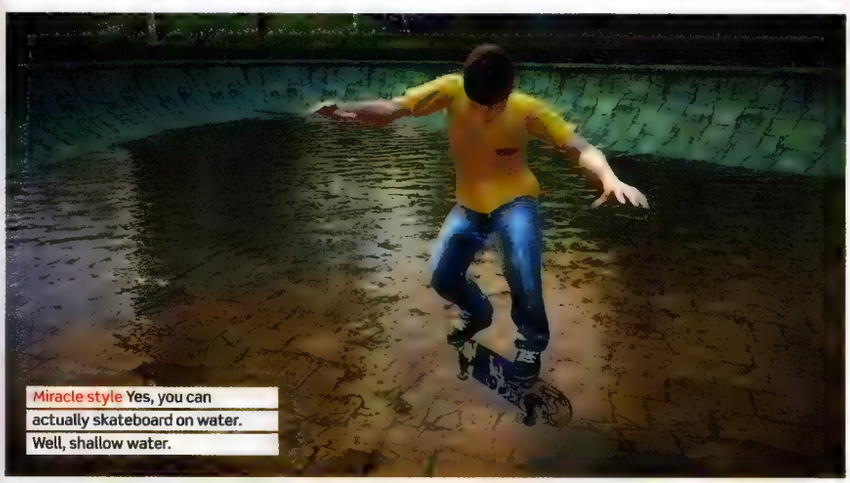
Tony Hawk's Project 8

Put on your board-juggling shoes... Joel Snape

Here's the funny thing. In a world that's all about instant gratification and one-upmanship, where the focus is on faster spins, flashier moves and Matrix-sized air, *Tony Hawk's Project 8* is the only game that's actually making the easy stuff *harder*. A kickflip, once a throwaway one-button move, can now be the tricky highlight of your routine. Is it madness? Masochism? No, it's not. Shush, let us explain.

It's all down to the much-touted focus mode. Most of *Tony Hawk's Project 8*'s skating works as normal: grinds, flips, grabs, reverts, spine transfers, big air, the usual. Click both analogues as you fly, though, and things change – the camera zooms in on your skater's feet, time slows to a crawl and suddenly you're in complete control. The controls are simple: the left stick moves your back foot, the right stick your front. Flick the right stick forward, and you'll pull off a heelflip, kicking the board towards your heels with your toes. Flick the left stick to the right and you'll do a pop 'n' shove it, spinning the board 180 degrees. Flick both sticks in different combinations and you'll rotate the board in both axes, mirroring the physics of a varial kickflip. Whatever you do, the most important thing is to get the tape safely back under your feet before you release the sticks – otherwise you'll get your feet caught on the spinning board, scuff it and find yourself chewing pavement. And, of course, although things are moving in slow-

Bacon grind Grind down that railing and into the busy city streets. Looks lovely, huh?



Miracle style Yes, you can actually skateboard on water. Well, shallow water.

THEN & NOW

How big a leap is the sequel?

Then... Tony Hawk's American Wasteland PS2 **2006**
Vaunted 'no loading' system cheated a bit, missions still a bit 'Jackass.'

Now... Project 8 PS3 **2007**
Absence of loading screens noticeably improved, Focus mode looking like the best new move since the revert.

"Project 8 actually makes the easy stuff harder"

Grazed 'n' confused Bob won't be looking so chirpy once we've scuffed those pretty elbows up...

CELEB

Big names in the game

Bob Burnquist
The king of street skating teaches you the focus basics.
Star rating ★★☆☆☆

Bam Margera
There's less prank action, but the Jackass star's back for more.
Star rating ★★★★★

Nyjah Houston
The 11-year old's a future skating star.
Star rating ★★★★★

The shoe thing Now *there's* a good reason for investing in the right chunky footwear.

motion, run out of time and you'll end up eating gravel anyway.

This might sound tricky – and it quite definitely is, at first – but ultimately it's a way of letting you add your own ridiculous new tricks to the repertoire. Master the basics and you can start busting out multiple spins, kicking the board backwards then forwards for an insane kickflip-heelflip combo. Start getting really cheeky and you don't even have to wait for the board to be right-side up – as long as it's flat, you can kick the trucks to mix things up. With enough air, you can dance on the board like Fred Astaire in Vans. It's the *Hawk* answer to those moments of tranquillity in any good skate video where the camera just focuses on one perfectly-executed move, and it's a thing of absolute beauty.

Bail out

It isn't all effortless grace and flawless foot control, of course – there's the new Bail mode to contend with as well. Wipe out from a big enough height, with enough torque, at a bad enough angle, and you'll do yourself some exceptionally serious damage, earning points for every mangled limb. Some challenges focus on this, and while it isn't as impressive as, say, *Indiana Jones'* Euphoria engine, the animation's been noticeably improved. The skating's been tweaked too, making it more difficult and even more realistic – grinds no longer speed you up, so if you don't hit certain rails with enough momentum you'll completely scuff it and fall on your face. And that's gonna hurt.

Reinforcing the skate-video ethos, *Hawk*'s going back to basics with a skate-focused story mode. Huge chunks of the game are unlocked from the off, with even more becoming available after a couple of basic tasks. Making the skating more accessible are Spot challenges – at-a-glance splashes of graffiti that let you know where to grind, handplant or take off to beat other skaters' scores on the fly. Other challenges see you following video cameramen around as you bust tricks on film or trying to impress spectators with your smooth board slickery. It's

Foot Loose

The kickflip's as simple as tricks get – just get some air, flick the right stick forward to spin the board with your front heet, then keep your foot clear until it's done a full rotation. Of course, when the board's flat, you could always give it another poke, complete another spin or push the sticks in opposite directions to make it spin on the vertical axis like a knife. Tricks done in Focus mode earn huge points.

all designed to show what's possible, but the notable thing is that lines aren't so predefined any more – all the early environments are more open than *THUG*'s rigid route-plotting. Which is good, because you'll be spending a long time idly rolling around – with the buses from *American Wasteland* ditched, skating's the only way to traverse the terrain, though the usual challenge-restart option stops things from getting irritating.

Back to its best?

So after a couple of dodgy years, the *Tony Hawk* series certainly seems to be getting things back on track. No more zombies on tricycles – *Project 8*'s all about pure skating, and Focus mode brings a much-needed sense of style to the finger-flapping madness of an 11 million point combo. Proof, if you need it, that you don't have to keep speeding things up – sometimes you can get the same results by slowing it down.

Go with the pro Basic level achievements are simple, but anything else is vicious.

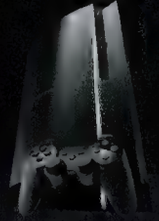
Shake that ass Rejigged body physics make skaters wobble just like the real thing.

Deck heads It'll be multi-player online, but you'll see other skaters mess about in solo play.

PSM3 Reckons

Focus mode works brilliantly, and adds a gentle new dimension to the normally frantic combo action. Will the rest of the game work as well?

ETA MARCH 2007



PS3

Pub Midway | **Dev** Epic
Players 1-36 | **Genre** Online FPS
FYI Fast-paced, violent online FPS action

ON THE DISC
Check out more stunning UT2007 screenshots

Unreal Tournament 2007

Five reasons why you can't resist *UT*'s power

Andy Kelly

1 It's the best-looking FPS we've ever seen

Hyper-detailed characters, realistic terrain, a perfectly smooth frame rate and it's all online. Amazing.

2 You can work in a team or go solo

As well as regular deathmatches where your goal is simply to rack up as many kills as possible, there's a huge focus on team play in UT2007. You can join up with dozens of people from across the globe in frantic capture-the-flag missions, as well as a new assault mode that sees you and your squad infiltrating an enemy base and destroying it from within. Attach a headset and you can arrange tactics with your gang. Or insult them.

3 You can pilot huge walking robots

These War of the Worlds-style walkers aren't just for show – you can jump in and stomp around, raining down fiery laser death. The legs look amazingly organic and they stride across the wasteland, making them good on all terrains. Imagine a whole army of them coming at you.

4 You can blow the level to bits

[illegible] physics so you [illegible] anything up, which can [illegible] tactical purpose, like destroying a cliff so the rocks crush everyone under it. Evil.

5 You can ride a hoverboard

Instead of running everywhere you can slide around on a hoverboard. You can even perfom tricks, and hook onto the back of passing tanks Marty McFly-style.

PSM3 Reckons

An epic war game that's the perfect visual showcase for PS3. Large-scale battles, realistic graphics and big sodding robots make it irresistible.

ETA MAY 2007

PS2

Pub Rockstar | **Dev** Rockstar Vancouver
Players 1 | **Genre** Action
FYI Canis Canem Edit means 'Dog Eat Dog'

ON THE DISC
See *Canis Canem Edit* in action in its old *Bully* guise
DVD/PS2/Latest

Canis Canem Edit

What's happened to *Bully*?

Nathan Irvine

"Bully? It's real nasty, right?"
Despite Rockstar being forced to change the name from the tough-sounding *Bully* to the smartass *Canis Canem Edit* it's very slapstick in its brutality. You use ass-kicks, thumps and Chinese burns. Although you can twat nerds with cricket bats.

"Is there lots of stuff to do?"
Yep. There are BMX and Go-Kart races to take part in and when Jimmy's not saving the div kids from a shoeing or fighting jocks in a Fight Club-style arena, you'll be playing football, skateboarding and hiding in bins from prefects. And if it becomes too much, you can climb a tree and admire the view.

"Is Bullworth Academy big? How will I get around the place?"
Surprisingly, the campus is only a tiny percentage of an enormous map. Outside the gates you'll find a shopping district complete with clothes stores, a barber and even a seedy sex emporium. Hmm. You can also egg the houses of posh people in the area's plusher estates.

"What are the rest of the kids like?"

Just like real high schools, there will be the usual cliques, including jocks, preppies and nerds, not to mention a BMX gang modelled on the leather-clad T-Birds from Grease. You'll be set missions by these factions and the more you do for them, the more they will respect you. The emphasis is on helping our your mates and dishing out just deserts to those who deserve it.

"So I have to go to lessons?"

Expect bemani-style lessons in chemistry and metalwork, among others. But it's not all bad. Complete each course and you'll learn a skill – like how to make cherry bombs.

"How can I beat the bullies?"

In a manner akin to *The Warriors*, that's how. You can unleash combos by tapping ⓐ, and holding it down will launch a mega strike. This is especially handy when wielding weapons. Also, tapping ⓞ at the right time will perform a schoolyard-style special move, like a wedgie or a firm kick in the buttocks.

PSM3 Reckons

With *GTA4* well over a year away, *Canis Canem Edit* is a welcome stop-gap. And it's certainly going to be more fun than school ever was.

ETA OCT 2006

PS3

Pub Activision | **Dev** Treyarch
Players 1-2 | **Genre** War FPS
FYI One of PS3's launch day shooters

ON THE DISC
Check out a range of Call Of Duty 3 screenshots

SOFTOGRAPHY

All the Calls Of Duty

Call Of Duty: Finest Hour
PS2 PSM52 87%
The first outing took you through Russian, British and American campaigns...

Call Of Duty: Big Red One
PS2
...and was followed by a traditional Normandy landings game.

The *COD* games have always been atmospheric. This is even more so.

Call of Duty 3

Muddier. Bloodier. We want to go home...

Joel Snape

While it might be traditional for first-person shooters to make you spend a hefty chunk of their first level facedown in the dirt and praying for mother, *Call Of Duty*'s opener takes the carefully-rationed biscuit. From the off, you're crawling through the French countryside in the tread-tracks of a tank, while Gerald spits lead past your ears and mows down your mates. Make it out of the open fields and things don't get much better – it's time to gun-butt German faces off in a bunker, before taking to a ruined city for some hectic in-fighting. And that's just the intro.

Structurally, *Call Of Duty 3*'s a bit of a contrast from prequel, *Big Red One*. Where the last game spanned several well-known campaigns – from Omaha beach to the Siegfried line, this instalment focuses on the relatively unknown Falaise-Chamboise pocket and the capture of Paris. It's narrow, but deep – where the last game saw you playing a single soldier, this one tackles events from the perspective of four different men, each with their own style of play. The Brits are represented by an SAS bloke who mostly goes solo, the yanks and Canadians get an infantryman who takes on most of the squad-based missions and the Poles get a tank commander. The French, who apparently played a key part in the campaign, don't actually get a playable character, but who cares, eh? Apart from the French, obviously.

Battling it out

Other key innovations this time around are Battle Actions and Player Choice Routes. While we've seen the former in action before – they're *Resi*-style insta-games, like hammering the buttons to shake off a bayonet-wielding Nazi or twirling the stick to row a boat under heavy fire – there were none on offer in the level we played. Instead, we saw the latter option – at one key moment in the level, the troops offered us the chance to go through the cellar of a ruined house, head across a field or pull a flanking move on a group of Nazis manning a gun turret. The last option seems to make things much simpler – it means you don't do the next bit under bombardment – and tactical decision making is set to be a key part of the rest of the game.

Although we still haven't seen much of it yet, *Call Of Duty 3*'s looking like a worthy successor to *Big Red One* and a huge contrast to the last *Medal Of Honor*. Think less glowing health-packs, more gritty shooting and you've got a game that might actually give you a flavour of what it was like to get shot at constantly during the second world war. Except much less terrifying, obviously.

QUOTE

Developer insight

"It's realistic enough that a weak man, unprepared, might soil himself after playing."

COD military consultant **Colonel Hank Keirsey** explains why non-soldiers might want to keep a fresh pair of slacks on hand in case the worst happens.

PSM3 Reckons

Looking good – and multi-player innovations like 'tank-mantling' could make the various deathmatch options worth a blast as well.

ETA MAY 2007

Silly poo to yourself We hope *COD3* doesn't really make you prop it next patch, as Activision are claiming.

Smoking kills There's quite a battle going on for which game can do the best smoke plumes but *COD3* is our winner.

ENGAGEMENT

In the line of duty

COD3 isn't shy about nicking some videogame staples to keep things chugging along...

Noobs As is traditional, your team are a bit prone to getting shot. On the plus side, you can tell them to come and help you when you're on the floor with a set of sucking chest wounds...

Follow the leader At junctions, your mates will look to you for advice, but be careful. Walk down the path of your choice and they'll all follow you. Probably to certain death.

Death becomes them Most weapons come with a shaky-handed aiming mode, but it's rifles like the Mosin Nagant that come in handy when you want to kill everyone before they even see you.

PS3

Pub Sega | **Dev** Sonic Team
Players 1 | **Genre** Action
FYI This is the quickest *Sonic* yet.

ON THE DISC
See more shots of the speedy hedgehog here...
Extra

Sonic the Hedgehog

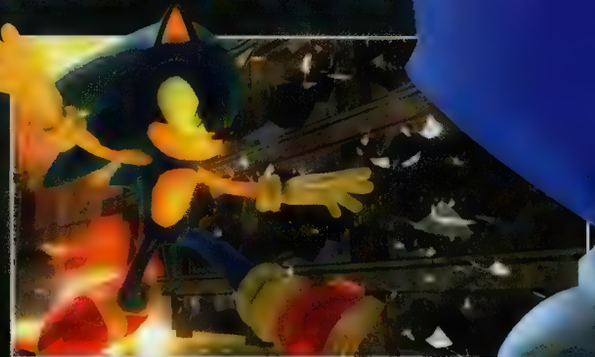
Faster than a cheetah surfing on a speeding bullet

Nathan Irvine

The blur of red and blue that speeds across the screen is lightning quick. It grinds rails, collects rings and bashes missile-firing mechanoids into scrap metal as it zips through lush mountainous backdrops, where one false move will see the mini whirlwind chewing the canyons floor in seconds. Yep, it's Sonic the Hedgehog and – probably because of the freakishly long limbs he has this time out – he seems faster than ever. You can't help but feel like a gaming ninja as you seamlessly bounce across gaps, sprint across walls and skilfully take out a gang of angry robots. Next-gen Sonic is rammed with speed and slickness. However, while the vast environments promise a sense of freedom, it's still a fairly on-rails games.

For example, power forward at light-speed and you'd be forgiven for thinking the chasm ahead is where you'll lose it. But there's always a well placed buffer, rope or conveniently-placed giant hawk to make sure you get to the next platform without coming a cropper.

Right now, Sonic on PlayStation 3 appears to be a massive return to form and looks stunning. We're expecting big things from this trainer-wearing hedgehog come launch date. Next year. (Sigh.)



Jump and grind Sliding across rails makes Sonic faster than ever. The shockwaves of his mach-speed can even smash windows.

TIME LINE

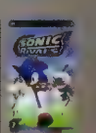
Fifteen years of Sonic the Hedgehog

1991 **Sonic Megadrive**
Changed the way that platform games were made. A classic.

1992 **Sonic 2 Megadrive**
The debut of Sonic's pal, Tails – the twin-tailed fox that can fly.

1994 **Sonic 3 Megadrive**
Special nod to Sonic CD, though his popularity is on the slide here.

2004 **Sonic Heroes PS2**
Sonic, Tails and Knuckles hit a Sony platform for the first time.



Sonic Rivals PSP
The latest *Sonic* is a racing game, due out in November 2006.

Tech-down

Dr Eggman's metallic army is scattered around and itching to blow Sonic into a spiney mess. But the blue one is now equipped with a combo attack, which can take out a group of enemies with a few taps of the jump button. Bouncing between each of the robots in a shower of sparks looks excellent, but linking it together in one seamless flow is tricky.

Ring dynasty

Obviously, you'll have to collect a certain number of rings on each stage to unlock the end of level Chaos Emerald (the jewels that give Sonic super powers). However, this time around you're going to have to grind, wall run and spring to seemingly impossible ledges to reach rings. You'll need to use all of Sonic's skills to get every one of them.

PSM3 Reckons

With its luscious detail and breakneck platforming action, we're hoping *Sonic PS3* can be another classic. More news soon.

PS2

Pub Vivendi | Dev Radical
Players 1 | Genre Action
FYI A digital sequel to the classic crime flick

ON THE DISC
Treat your eyes to our *Scarface* trailer
DVD/Latest

Balls out
Shoot enough 'cock-a-roaches' and blow up enough cars and Tony's balls meter starts to, er, swell. Once your balls are [cough] swollen, you can enter 'blind rage' mode, which lets you shoot people in slow-motion. Satisfying.

Scarface: The World is Yours

Crime doesn't pay? Tell that to Tony Montana...

Andy Kelly

Tony Montana's meteoric rise from down-and-out Cuban refugee to the lord of Miami's criminal underworld is the stuff of movie legend. *Scarface* has become synonymous with sleazy '80s pop culture and there are more games, films and songs inspired by it than there are stars in the sky. Kind of. But how do you make a game based on a downbeat crime drama appeal to the drooling masses without turning it into a gaudy shoot-'em-up with car modding and tit shots? Well, after playing its ass off, developers Radical have achieved this by making a compromise – they've retained the mood and atmosphere of the movie to keep fans happy, but the game itself is made up of familiar *GTA*-flavoured parts that'll broaden its appeal and, ultimately, the smile on Johnny Casual's face. And it works.

Deal or no deal

The game takes place immediately after the movie, creating an alternate timeline in which Montana doesn't die – instead, he loses his money and assets to the police and goes into hiding, emerging three years later to take back the city. His first goal? To get his mansion back from a pair of corrupt DEA agents who are shamelessly based on Miami Vice's Crockett and Tubbs. They want a hundred grand, so Tony has to do some small-time drug-dealing before he can re-establish his base of operations. Dealing is simple – an old contact of Tony's works at a bar (the same one where he and Manny try to pick up girls in

CAN'T WAIT

Like this? Play these...

Driv3r
PS2 **90%**
Car-heavy crime action with its very own Miami stage.

True Crime: Streets of LA
PS2 **74%**
Competent fighting and driving fun.

GTA: Vice City
PS2 [redacted]
Near perfect Scarface-inspired crime sim.

the movie) and she's a supplier. She sorts you out with a few grams of coke, which you then dish out to street corner-dwelling weirdos and yuppies, cutting yourself a slice of the profit pie. The amount of money you sell for depends on your timing, as it's all controlled via an early *Tiger Woods*-style swing-o-meter.

Rise and fall

Push enough drugs and you'll eventually earn enough cash to get your mansion back from the cops and, best of all, earn your 'exotics' catalogue. After the shootout in the opening level your gaff's in a sorry state – police tape everywhere, chalk outlines, bullet holes – which just isn't good enough for a wealthy drug lord. By browsing the aforementioned catalogue, Tony can spend money on decor and furniture, including his sister Gina's ashes (he killed her at the end of the film), stuffed pelicans and hundreds of other oh-so-tasteful items. You can also buy cars and boats, not to mention personnel like drivers and bodyguards. You can even haul out a massive '80s mobile phone and order your driver to bring your car to you at any time, anywhere in the city.

Our favourite feature, though, has to be chatting with pedestrians. There are 250 conversations in total, all of which are multi-tiered. Tony's tactless come-on attempts and sweary mouth make them hilarious. Hitting on uptight career women, berating hicks for being smelly, annoying hippies, calling random passers-by all kinds of incredibly offensive names – it's brilliant, pointless fun and adds an extra layer of ambience and realism to the city. But they serve a purpose too; they're the equivalent of *GTA*'s hidden packages and if you finish every conversation in the game, you unlock one of the game's mountain of bonuses.

The soundtrack is excellent too, with a selection of radio stations – metal, country and so on – hosting a vast selection of licensed tunes, including the film's original score and songs ranging from Johnny Cash to Eric B & Rakim.

This could have turned out predictable, soulless and completely devoid of any reason to play it, but it bloody well won't be. Lush visuals, excellent sound design, ballsy arcade shooting bits, fun arcade driving and swears galore look like they'll make *Scarface* a winner.

PSM3 Reckons

Free-roaming crime may start and end with *GTA* in most people's minds, but Tony Montana has the balls to be a contender. Fock!

PS3

Pub Midway | **Dev** Midway
Players 1 | **Genre** Third-person shooter
FYI Fast-paced, violent gun-porn actioner

ON THE DISC
Check out more stunning [illegible]

John Woo Presents Stranglehold

Rocking with Woo's hyperkinetic actioner

Nathan Ditum

There was a worry in the office that *Stranglehold*, with its acrobatic action and big name endorsements, might turn out to be a tarted-up *Max Payne*. That was before we played it. As the page in front of you testifies, not only does it look incredible – all striking poses silhouetted against bursting gunfire – but, more importantly, it plays like a dream from what we've been able to see of the game so far.

Let it flow

Dispensing with the pesky practicalities of physics, the fluid movement is more interested in finding ways to make you feel like an impossibly cool, semi-invincible bullet-spewing hero than in getting from A to B. Tequila – Chow Yun-Fat's scowling cop – glides through the game's environments, all of which are inspired by Woo's back catalogue (a seedy restaurant, a packed marketplace, the inevitable docks). Run sidelong into a table while quick-firing rounds at the hordes of henchman in your way, for instance, and Tequila will automatically slide across the table-top in an iconic Chow Yun-Fat manoeuvre. The same simple, streamlined process is applied to stairs and other obstacles, all designed to capture the freedom and ease with which Woo's heroes have always gone about their business.

Having had a taste we're keen for more. Sure it's brainless, but the brain of your PS3 is getting an almighty workout keeping everything flying around superbly. We'll let you know how this sharp-looking title progresses. It's damn hot.

FILMS

Woo's action flicks

Hard Boiled
The ultimate in blustering, bulle-seared Hong Kong cinema.
Star rating ★★★★★

A Better Tomorrow
Chow Yun-Fat again, as a stylish gangster.
Star rating ★★★★★

Face/Off
Woo's mental but brilliant Hollywood debut, with John Travolta.
Star rating ★★★★★

Mexican stand-off
One of Woo's favourite dramatic devices, this – mortal enemies coming face-to-face and gun-to-gun. Sweaty, tense and definitely in the game.

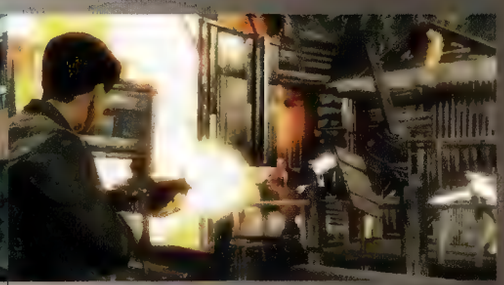
SETTING

Tour of duty

Taking a look at the sights of *Stranglehold*

Shooting up shop Tequila cracks out an automatic and goes to town in an arcade. The flash and sparkle neon nails the sights and sounds of Hong Kong perfectly, and explodes very nicely.

Back to the docks Docks levels are over-used, but if anything can make them feel fresh again it'll be leaping around pretending to be Chow Yun-Fat and firing off dual cannons.



Forrest fire Tequila's crash-bang crusade from Hong Kong to Chicago takes him to this log-pile cabin. Which he then blows to tiny, satisfying bits.

INFLUENCES

Woo trademarks in Stranglehold

Double-barrelled
If you've ever seen a John Woo/ Chow Yun-Fat collaboration you'll know this is how Yun-Fat rolls - with his trademark two handguns. Brilliant.

PSM3 Reckons

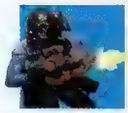
A visually breathtaking action shooter with the gameplay to back it up. With Woo calling the shots, this could be an absolute belter.

Your words, your pictures, your videos...

Your Space

Start

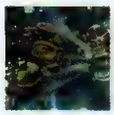
52 Letters
Choice cuts from the PSM3 mail sack.



53 TXT PSM3
Send us a message from your mobile.

54 Robo-Mind
The robot is back and he's angrier than ever.

55 MySpace
Our eight favourite readers this month.



56 Reader Critic
Disagree with our scores? You try it!

57 YouTube
The best videogamer videos around.

58 Challenge
Monthly challenges for hardcore gamers.

59 I Can Do This!
Your top gaming feats exposed.

59 Beat The Team
Can you beat Dan D and Nathan online?

PSM3 wants you!
Send us your ideas, words and pics. Write. Text. Email. See the shiny info bubbles for details.

Write PSM3, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

Mail **PSM3@futurenet.co.uk**

Text **87103 and start your message PSM3**

Letters To PSM3

Your letters and emails, sifted and printed

PS3: The manifesto

LETTER

Here's some things I want to see from the PS3 in order to secure its status as top console.

1. Deliver on those promises. This time we want to see everything you say actually happen, unlike, say, the PS2's online service.

2. Secure more exclusives. We don't care how (kill people or bribe them, we don't care) but try and make more games exclusive to the PlayStation. Think about it: how many more people would buy PS3 if, for instance, all the *Lego Star Wars* games from now on were on it and it only.

3. Sell movies and games via the online service. Why don't Sony use their online system to sell stuff? Developers could flog them at lower prices and make more profit. We'd just have to register our address and credit card.

4. Look to the past. Another idea for the online service is to allow us to download PSone games. At under 700mb each we could fit tons on our hard drives, giving us a huge library of games at the start.

5. Wage war on Windows, not just the 360. If Sony are going to claim PS3 is a computer then it should be able to do what any other computer can do. If I could use a rip-off of Word, PowerPoint and Publisher then I'd have a lot more reason to get a PS3 instead of a computer.

6. What about multimedia computers? Why not add a USB aerial? I'm sure it wouldn't take much for PS3 to act as a Freeview receiver and, since it's so powerful and has the hard drive, it could also be used as a video recorder.

"Wage war on Windows, not just the Xbox 360"

Ken Poyner, email

Some interesting ideas there, Ken-o. Sony seem off to a bad start with the first one – worldwide launch? Pah – but we'd certainly like some killer exclusives for our eagerly-awaited next-gen console. And Sony have got to get the online part sorted this time. A unified Sony 'shop' would give people a killer reason to buy PlayStation 3. Good work.

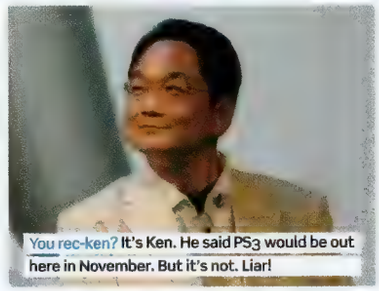
World beater How can PS3 take over the globe? Ken Poyner usefully has some suggestions which might help.

Marching on...

PS3 delayed until March. Typical. I understand that we in Europe have to use PAL rather than the NTSC format they use in the US and Japan. And of course, Japan is the home of Sony. But still, why are we always let down at the last minute by Ken and Sony? The PSP was delayed too, remember. Even if the Blu-ray laser problems and shortages have put the launch back, surely Sony should have anticipated this with the first wave console production and put the launch date back earlier this year, not just suddenly leave us gutted with two months until launch.

Sam I Am, PSM3 Myspace

It's a bit of a pisser, isn't it? However, let's try and look at the positives. Firstly, the chances are that stock shortages would have stopped you getting a PS3 in the first place.



You rec-ken? It's Ken. He said PS3 would be out here in November. But it's not. Liar!

"You What?"

Where your letters go to die

I haven't been this excited since *Alfred Chicken* came out.
Nick Berry, Cambridge
Alfred Chicken, eh? You must be ancient. Are you *the* Nick Berry? We *loved* Harbour Lights.

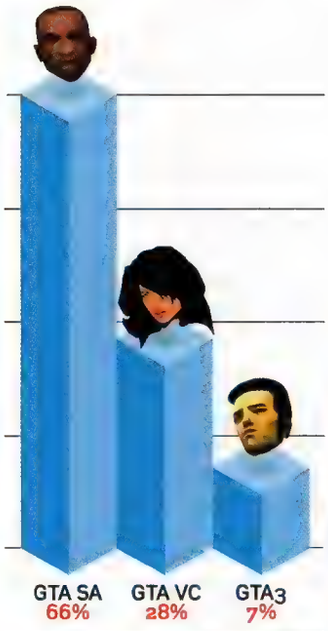
Don't forget your long time readers
Rebekah Curran, email
As if. We love all our readers, old and new. Not like *that*, though.

My name's Nick and unfortunately when PS3 is released I'll still be stuck with my normal non-hi def TV

Poll Position

We ask. You Answer

This Month Best *GTA - San Andreas, Vice City* or *GTA3*?



Next Month Best driving game: *Burnout* or *Need For Speed*?

Vote via email. Subject "Burnout" or [illegible]

Praise be

I have only just started reading your magazine and I must say it's the best PlayStation magazine I have ever read and I have bought a lot of them. Also congratulations on the new magazine, it really got me wanting to get a Ps3 – *Haze*, what a game thats going to be. And *Army Of Two* also looks like its going to be an absolute stunner of a title. Can't wait.

Nathan, email

Yep. Two good reasons to wait ever more patiently for a PS3 right there. Hard as it may be.

It's-a-him **Yes, it's possible to play Mario on PSP. Is this horribly wrong and immoral? Probably, but it's more fun than *Death Jr.***

Homebrew-haha

First of all, I'd like to say the new mag is great! It seems you have changed much of the contents but kept all the good features intact.

Anyway, on to the point of my letter. although the homebrew article was rather interesting (even though I knew most of it) I can't help but think people shouldn't do it. A lot of homebrew is illegal and playing *Super Mario World* on your PSP is definitely illegal! Now don't get me wrong, I'm not a goody goody, I just think it's wrong because this piracy thing is destroying the games industry.

Paul McAllen, Milton Keynes

A few people playing *Super Mario World* on their PSPs is about as likely to bring down Nintendo as Sony is to allow PS3's release date to slip into next year. Oh, wait a second...

Grab a granny

Tekken needs older women! I have told you this constantly on your Myspace profile, but it is true! Give us Jun, Michelle and Kunimitsu! Give us some wrinklies!

Santino Prinzi, email

Perhaps you could just watch Songs of Praise instead? The wrinkly count is through the roof.

Nothing ever changes

Why are there so many unoriginal games these days on PS2? I always seem to be waiting forever for a good game to come out like *Hitman* or *Dragon Quest*, but when games like them aren't around, I have to read review after review of crap like *The Bible Game* or *Soccer Life*. They're only good to read about because of the jokes you put in taking the piss out of them. I mean, do the developers actually think people are gonna buy a random football game when there are things like *PES5* out? Just recently I bought *Gun* cos there was not much else out. There I was thinking it was an original western shooter (88%?!) when really it was just another boring *GTA* clone in a western theme. More good original games, please! Like *Kingdom Hearts 2* and *FF12* which I cant wait for!

Kane Bodden, email

There are lots of good games around on PS2, Kane-o, so don't fret. Try – deep breath – *Lego Star Wars 2, Just Cause, Yakuza, Disgaea 2* and, as you said, *Kingdom Hearts 2*. And that's just for starters.

Secondly, the delay should mean that said stock shortages will be eliminated come the Euro launch – Sony surely have plenty of time to make enough machines for all of us now. And thirdly, it gives the launch line-up time to improve – for instance, *Haze, Half-Life 2* and *Assassin's Creed* should be ready by then. We hope. It's hard not to be upset, though, we agree. There were lots of other letters about all this, by the way, but they all tended to be a bit sweary... Meanwhile, from the www.psm3mag.com blog we have...

The devil you know

I'm glad PS3's slipped to March 2007. It'll give developers the chance to get the greatest processing power out of the PS2. Don't any of you give a flying rats ass about PS2 anymore?

David W, psm3mag.com

That's the way. There's lots of PS2 games to tide us over until March. *PES6, God Of War 2, Bu...* sorry, *Canis Canem Edit* and a fair few more. You'll get lots of fun out of those before PS3 arrives. Some consolation, yes?

Mrs Robinson **Imagine a stunner like this popping up in *Tekken*. Mmm. Sensual. Yes.**

Kiss and make-up

Are they gonna make a second *Rouge Trooper*? **Anon**

We do love our rosy cheeks, but we suspect you mean *Rogue Trooper*. And maybe. We'll see.

Right said, Pred

Why has no-one made a first-person shooter starring Aliens or Predators? **Anon**

We refer you to *Alien Vs Predator* on the Atari Jaguar. It was pump. Although still the second best thing on the machine, after a version of ancient arcade game, *Tempest*. Go figure.

Hot pixels

I fancy a game character. WHAT SHOULD I DO? **Anon**

Depends who it is. If it's Lara Croft or Dante, you're in plenty of company. If it's LocoRoco or Crash Bandicoot, you should seek help.

Questions, questions

How much will the PlayStation 3 **Anon**

How much will the PlayStation 3 what? How much more will it be delayed? We're sure it'll be out in March. March 2008. (Joke.)

King of your hearts

Please can you tell me the release date of *Kingdom Hearts 2*. I've heard rumours since 2007. **Anon**

Since 2007? What are you, Doctor Who? *Kingdom Hearts 2* is now scheduled to be out here as you're reading this. Really.

Send your texts to 87103 and start your [illegible]

Nick, email
Are these two facts connected?

Ooh, that's gonna leave a stain.

Sarah Kitten, email
Can't be worse than the suspicious brown mark on Andy's clothes.

This email has been composed on PSP!

Jordan, email
Come on, the games aren't that bad..

Your Space

Trophy cabinet Richard Barnes made these *Burnout* trophies, with the help of his kids. And people say games are anti-social. Tsk.

First prize

I was toying with the idea of making the trophies from *Burnout* myself – so I did! What do you think?

Richard Barnes, Kent

We think you've got too much time on your hands, but these are very swish indeed. Thanks for sharing. Anyone else made any gaming ornaments? Do tell.

Ban this sick filth!

Apparently some time soon there will be a new fan-dangled invention called the PS3 coming out. My boyfriend has been talking incessantly about it for what feels like a lifetime. According to him it s going to surpass even the invention of the wheel/fire/electricity (delete as appropriate).

Now, as much as I can patiently listen to boring facts about Blu-ray (what? It sounds like a granny's blue rinse gone wrong), and how we will NEED the 60GB version, all I care about is the price: £425.

I was dumbfounded when I heard this. Then incensed when I was informed it was a bargain. A bargain?! I was also told we might need to buy a new TV and amp to experience PlayStation 3's full potential. Needless to say I expressed exactly where PlayStation 3's full potential should be shoved.

In short, I am outraged that Sony are expecting people to shell out this ridiculous amount of money for a console, never mind the price of the actual games. The PS3 will be robbing me of my boyfriend's time, attention and money. I hate it. A lot.

I am therefore launching a crusade to get it banned from the UK. Otherwise girlfriends everywhere will riot and I fear it may lead to an increase of boyfriend-bashing in homes. I have enclosed a copy of my petition, please sign it and send it back.

Amy Garvey, email

Ban PS3 from the UK? It feels like Sony are trying to do it for you... still, at least you can now have a few more months of PS3-free bliss. Sob.

Do you honestly think we're going to sign a petition like this, by the way? Sorry love, not happening.

Rumble bungle

No rumble in PS3's pad? Could Sony really make the blunder of the century and produce a console that does not take advantage of the sense of touch? I asked one of my kids, Oliver, "How important is the vibrate function on our PS2 controller, on a score of 1 to 10 (1 being not important, 10 being very important)?" Oliver, not thinking properly, said "Four because I play football games and you don't really get any vibration apart from when you take penalties and that makes me feel really nervous." So I said would you prefer to have the vibration function off when you take penalties? and he said "No I like the feeling." I asked him again how would he score the vibrate function and he gave it 8.

PSM3, please could you poll your readers to see how important the vibration function is to their enjoyment of their gaming. From my point of view it is so important that I am seriously considering switching to Xbox 360.

Andrew Gorman, email

Do you always talk to your kids like a marketing questionnaire? Anyway, rumble: it's a shame it's gone, but really, it's no biggie. Would you really pass up *Metal Gear 4* just because your pad won't rumble?

Ben a naughty boy Man City's Ben Thatcher loves a bit of a rumble when he's playing footy. How about you lot?

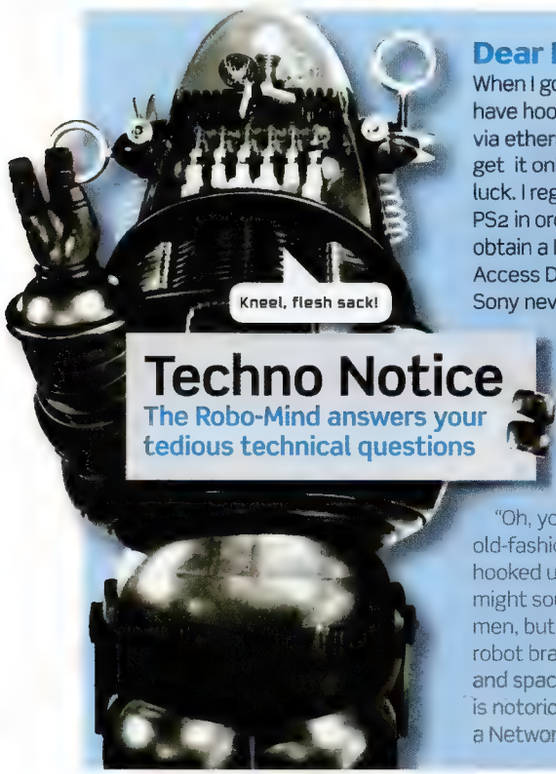
Skating on thin ice

We are really lucky – there's an actual skate park in Guernsey.

But I don't know where it is.

And I don't have a skateboard.

Sharna Lowery, Guernsey



Techno Notice

The Robo-Mind answers your tedious technical questions

Dear Robo-Mind

When I got broadband a while back, I have hooked my PS2 up to my router via ethernet, and have been trying to get it online with no luck. I registered my PS2 in order to obtain a Network Access Disc but Sony never sent one. I purchased *SOCOM: US Navy Seals* for its online calibration options and again not much luck.

Tim, email

"Oh, you humans and your pathetic old-fashioned 'Internet'. I myself am hooked up to the 'Outernet', which might sound like a special club for men, but in fact connects to every robot brain ever created across time and space. Anyway, getting PS2 online is notoriously tricky, but you will need a Network Access Disc to progress. Give Sony customer services a ring and nag them. Bzzp.

Dear Robo-Mind

I have 'registered my interest' in PS3 in Game. Hopefully this means I will get one on the launch date. But I can't get a hi-def TV aswell as the PS3. Will PS3's brilliant graphics still show up on my rubbish TV.

David, email

"TVs? You fleshlings still use TVs? Retrograde scumballs. Us mighty robots get what you would refer to as 'TV signals' beamed directly to our visual chips. But yes, PS3 will still look good on your television, don't fret your feeble wet brain. Fzzt."

Dear Robo-Mind

WHY THE HELL ARE YOU BACK ON THE LETTERS PAGE? I thought you killed yourself?! This time, do it properly and jump off a cliff with lead weights and explosives attached to you so we don't have to suffer your bollocks ramblings any more. OR go back to Dalek planet.

James Lovatt, Bournemouth

P.S. PSM3: Why not bring back Ron for the technical questions section, he's a total baby, but better than a Dalek any day of the week.

"Daleks? You underevolved apes still think Daleks are the pinnacle of robotkind? Pah. My suicide chips were removed during my rebooting process, so I am now permanently happy, floating on a cloud of rose-tinted cyberhappiness. You miserable sack of meat! Ron? You expect a backwards manchild to answer your queries in a fashion superior to me? ME?! MEE?! I WILL KILL YOU ALL! (Bzt.)"

Mark your queries 'Robo-Mind' and send them to: psm3@futurenet.co.uk

"I am launching a crusade to ban PS3 from the UK"
Amy Garvey email

Skate crazy It's a skate park. Possibly like the one in Guernsey, but we're not sure.

Ye-es. We can see some problems with your skating career, then.

Tekken it too seriously

I know everything about *Tekken: Dark Resurrection*. I've been playing it for five months at the Vidojo (a *Tekken* place in Hastings). Ask me a question about *Tekken*. Test me.
Black Water, PSM3 Myspace

Oh, OK. Who taught a panda martial arts in the first place? And isn't there anything else to do in Hastings? Anything at all?

Really wild life

If a game isnt made in the honour of the late Steve Irwin, I will rip the face off every developer in the world. Including my uncle. But he works for Midway, so he deserves it.
Chris, PSM3 Myspace

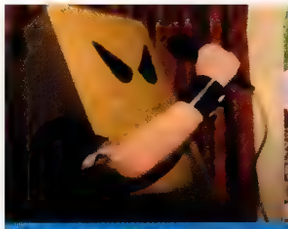
Blimey. That's a bit harsh on your uncle, isn't it? And Midway, for that matter. We would like some sort of Steve Irwin game, though, possibly a Bemani style affair where you tap buttons to make Steve tapdance through pits of poisonous snakes. Rest in peace, Steve.

Irwin-ner takes it all We'd love to see more of Steve, but in a game? We're not so sure.

UK myspace a place for friends
Go to www.myspace.com/psm3 and join us

PSM3's Top Eight

MySpace readers who rock our world



The Angry Box

ABOUT HIM

"I'm a box, I always have been and I like it."

INTERESTS

"Origami, Mouse Trap, boxing, Buckaroo, skating, film, music and pickled onions. I don't listen to much music, however I do like a bit of metal – cardboard is better, though! My brother got turned into a book – tear rolls down one eye – but extraordinarily enough, that book was Tim Burton's The Melancholy Death Of Oyster Boy, which is rad."

WHY WE MADE HIM TOP 8

Because he's a man pretending to be a box. And because his photos are possibly the most ludicrously amusing snaps we've ever seen.

Steven The Beall

ABOUT HIM

"Hey, I'm Steven and I live in the town of Kircaldy. And that's in Scotland!"

INTERESTS

"Judo is the name of my game. In fact, Judo overrules gaming. If I was given the choice of two weeks at Judo or loads of games, I would pick Judo. You develop, make friends and have a blast!"

WHY WE MADE HIM TOP 8

Because if he's that good at judo, he can beat us up. And he's a psm3mag.com blog regular.

#33517191 [batty]

ABOUT HER

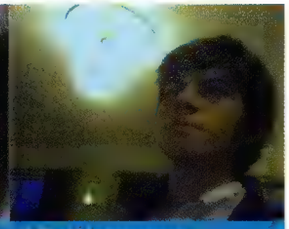
"Let's just get one thing straight – there is no story in Balamory. I play on my PlayStation far too much. I mainly like *Kingdom Hearts* and *Final Fantasy*, but games like *Bust-A-Move* and *Crash Bandicoot* will never go out of fashion for me.

INTERESTS

"I live and die by Futurama, *Kingdom Hearts* and PSM3 magazine. I don't really act like a girl. PlayStation or painting my nails? I'll take the first one, thanks. And please don't blow your nicotine fumes in my face or I'll stub it out in your eye."

WHY WE MADE HER TOP 8

She loves Futurama and games. And we secretly like Crash. Sort of.



I Eat Mormons

ABOUT HIM

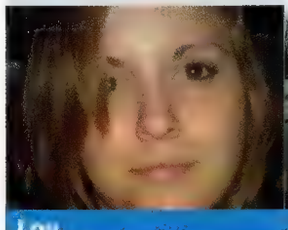
"Blegh. I'm Welsh, NOT emo and I support Newcastle. Any questions?"

WHO HE'D LIKE TO MEET

"JOOOOOOOOOOOOOOOOOOOOOOOOOOOOOEEEEEEEEEEEE CAAAAAAAALLLLLLLLLLLLZAGHEEEEEEEEEEEE! And yes, people, I'm distant – third cousins – with Pete Doherty. And yes, I hate myself for it.

WHY WE MADE HIM TOP 8

Dave insisted, because he supports Newcastle. Also, we respect his massive enthusiasm for Joe Calzaghe and enjoy the fact that he's related to, and yet dislikes, Pete Doherty. Nice.



Lou

ABOUT HER

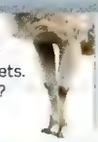
"I have an unusual love for llamas!"

INTERESTS

"Reading, the gym, making weird ornaments for my room. I love my PS2 and don't get me started on Garfield, he's such a fab cat. And I love *Final Fantasy*, but I don't go to any conventions. One word – llamas! They rock, baby, yeah!

WHY SHE'S TOP 8

We love llamas as well. in fact, we'd like to have some llamas as office pets. How cool would that be? Answer: very.



St George's Dragon

ABOUT HIM

"Saint George has been after me recently. But I don't know why. And it makes me very sad :-(I like to fly around the place, but I tend to scare people and that's not what I'm about at all."

MUSIC AND FILM

Puff The Magic Dragon is cool, but it's a very sad song. I hope my friends never leave me alone like that. I like to watch Reign Of Fire too, but it's a bit violent."

WHY WE MADE HIM TOP 8

Because it's time people realised dragons are actually really nice, and not evil at all. Look, isn't this one cuddly? Yep, we've gone soft. Completely soft.

Zombie Apocalypse

ABOUT HIM

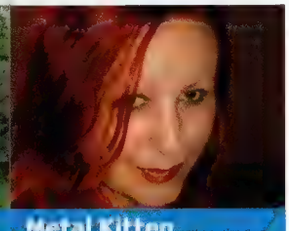
"My name is James. I play guitar and skateboard. I listen to a lot of music. I create websites, graphics and animations. Where is your god now?"

MUSIC

"The Addicts, The Astro Zombies, Bend Over, Calabrese, Children Of Bodem, CKY, Coheed and Cambria, The Dwarves, Emanuel, Goblin, Helltrain, Penknifelovelife, The Sewergrooves, The Skreppers, Turbonegro."

WHY WE MADE HIM TOP 8

He likes lots of bands we've never heard of, but whose names we find fascinating. *Bend Over?* Where is our god now?



Metal Kitten

ABOUT HER

"I'm a sarcastic brat who likes to sleep. I love monsters, vampires, metal music, colourful toy and candy shops and games, games and GAMES."

WHO SHE'D LIKE TO MEET

"People from all over the world, and people who'd like to play *World Of Warcraft* with me."

WHY WE MADE HER TOP 8

She's a Swedish goth, which contradicts the Swedish stereotype so much it hurts our brains. Even we're not geeky enough for *World Of Warcraft*, mind you. Except for Milf, that is. Naturally.

You What?

Need For Speed: Most Wanted: 68%? Are you CRAZY?
Alex Hall, Glamorgan
No. We gave it 88%...

Will you marry me?
Steve-O The Pirate, PSM3 Myspace
What a nice offer. Andy says yes.

I love you and your mag, you sexy beasts.
Bentley, PSM3 Myspace
Man, are we attractive this month. Must be that new aftershave.

Alan Titchmarsh's sword was unsheathed, so it's either going through his clothes or his back.
Chris McGrillen, email
Enough with the whole sword fiasco.

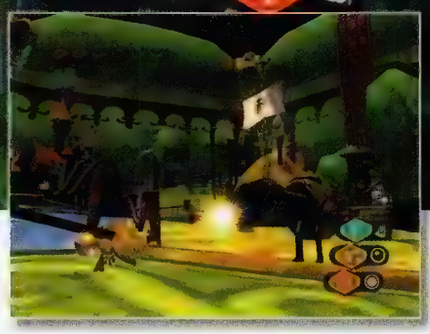
I really want to meet Chewbacca.
Dark Enigma, Myspace
We really want to meet Danger Mouse, but – like having lunch with Batman – some things just aren't possible.

Who looks after your Myspace page?
Peteish, PSM3 Myspace
Robomind. Obviously.

ReaderCritic

Disagree with our reviews? Then show us how it's done

Fun house Just look at this image. There's so much fun and love squeezed into it, it's making us cry.



Psychonauts

The spirit of platforming past makes Phil Bowman a happy man

Reader Profile

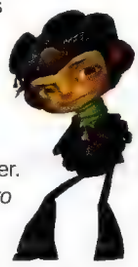
Name **Phil Bowman**
Location **Worcester Park, Surrey**
Fave games ***Grim Fandango, GTA San Andreas, Fahrenheit***
About me **I'm a 19-year-old Psychology student and part-time sound engineer.**

The first I heard of *Psychonauts* led me to believe it was a strange Japanese-influenced platformer. (I don't usually go in for Japanese games, they're just a bit too crazy for me). But the next thing I heard was that it was by Tim Schafer – the man behind *Grim Fandango*, my favourite game ever – I was slightly more intrigued.

This game is amazing. In my opinion, *Psychonauts* has single-handedly breathed new life into the platformer genre. The game contains everything that makes a platformer great: loads to collect; (figments, mental cobwebs, emotional baggage), upgradeable abilities, (which don't focus on heavy firepower designed to blow away wave after wave of enemies, which for me spoiled the *Jak And Daxter* series) and original level design. The Neighborhood stage during the Milkman conspiracy is perhaps the most artistic game level of all time. "Just because I smell of sewage does not mean I don't provide a valuable service." Profound or what?

The game is very comfortable to grasp, too. You're soon zooming around the world with ease and it all feels very intuative. And the game has the best music since... *Grim Fandango*. I'm pretty sure it's the same composer.

If you are looking at PS3 screenshots thinking you've seen enough urban shoot-'em ups to last you until PS4, then look no further. The spirit of games like *Spyro* and *Jak* lives on in *Psychonauts*. **Phil Bowman**



Reader Verdict

Original, funny, long lasting and generally a joy to play. Outstanding.

93

Mark your review 'ReaderCritic' and send to the usual

Resident Evil 4

Resident Evil 4 is a better game than GTA: San Andreas? Allow James to explain

Reasons why *Resi 4* is the best game ever:
1) The new camera system makes the game much more playable than the previous games in the series.
2) The game never lets up, giving you a constant flow of baddies to shoot.
3) It scares you – you start to edge your way through areas, rather than sprinting, allowing you to take in the brilliant graphics.
4) The bosses are best described as jaw-dropping.
5) The fact that the guns can be upgraded so well, meaning they actually feel different once you've done so.
6) It may only be 10 hours, but it's a more exciting experience than *GTA*. **James Nelms**

99

Metal Gear Acid

A new chapter in the *Metal Gear* universe throws up an inventive new control system

***Metal Gear Acid* marks** a change in format from a stealth title to a turn-based strategy using a deck of cards to determine every move. This ingenious new approach allows gamers to modify their decks to match specific styles of gameplay. Players will also have to create new strategies every turn, due to the card drawing system being completely random. In place of an in-game radar, a handy bird's-eye view is available, allowing the player to plan his actions according to each enemy's line of sight. In a market filled with mindless and boring PS2 transfers, *Metal Gear Acid* is a welcome and original surprise. **Jon Parker**

85

"Sony have left us gutted with two months until launch"
Sam myspace.com/psm3

Tony Hawk's American Wasteland

American Wasteland is a good *Hawk*, but not a great one, reckons Vincent

Being and avid fan of both the games and real life skateboarding this was an obvious purchase for me, although it does seem to have been dulled down considerably this time around – Hawk's regulars will have no problem completing Story mode in a couple of night's play.

The main change for this outing is the removal of levels and loading times. Different areas are now connected by a 'loading path' where the next level is streamed while you skate through. The challenges are your usual go there, score this much, do these tricks affair. But most goals, when completed, present you with an extra piece for your skate park, which gives more incentive. **Vincent**

80

PSM3
You were so right!

"This is a shallow, amateurish waste of time and money that you're better off ignoring"
Jimmy Marlow

Gangs Of London
PSM79 | Nathan Ditum | 68%

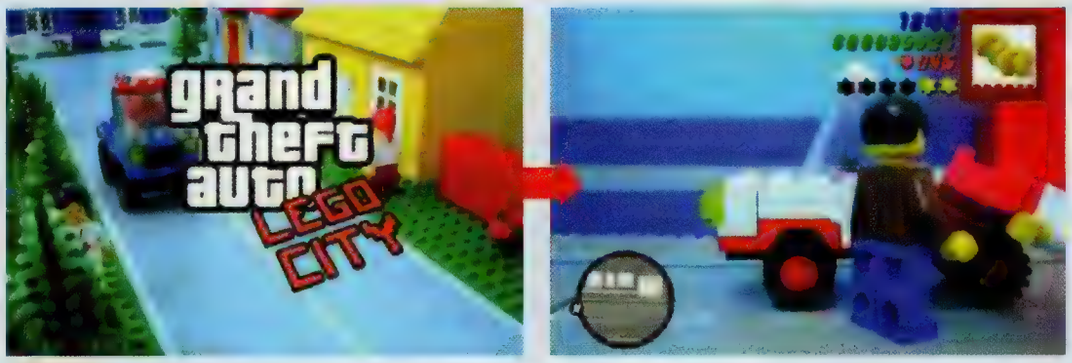
"The presentation's top notch and the variety on offer is second-to-none"
Mike Banning

PSM3
You were so wrong!

YouTube The Video Zone

Out there gamer vids from the cyberdepths

GTA III Lego by brickflick.com

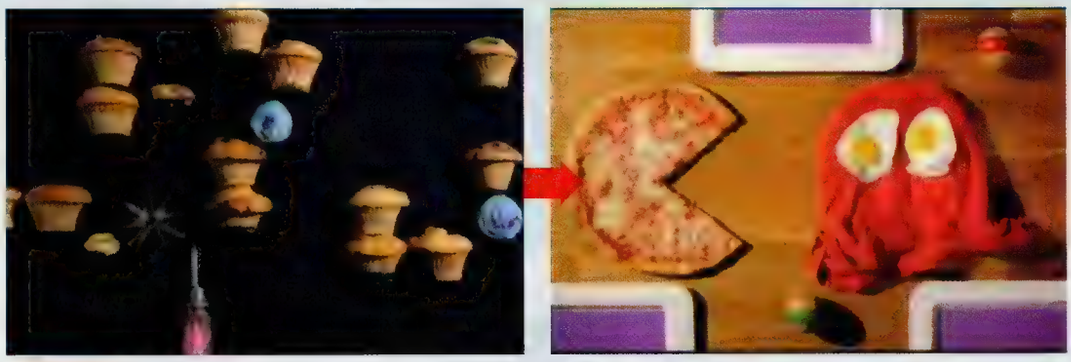


CHILDISH An old *GTA3* ad painstakingly recreated with Lego toys. The detail is ace, but the real joy is seeing the cutesy little fellas shooting, dealing and carjacking their way across Liberty City. We really want a Lego *GTA* game now. You listening, Rockstar and Travellers Tales? http://youtube.com/watch?v=EMYgVlMIEJk

Real Life Ico by Mega64

HUMILIATING Did the 'lagging girl and chirpy, nagging boy'-dynamic of *Ico* ever grate on your nerves? Mega64 understand – which is why they've made this real-life vid of their mate freaking pedestrians out by pretending to be Ico. So funny, you'll shoot milk through your nose. http://youtube.com/watch?v=bTrm4Yie4ow

Retro Games Stop-Motion Animation by PES

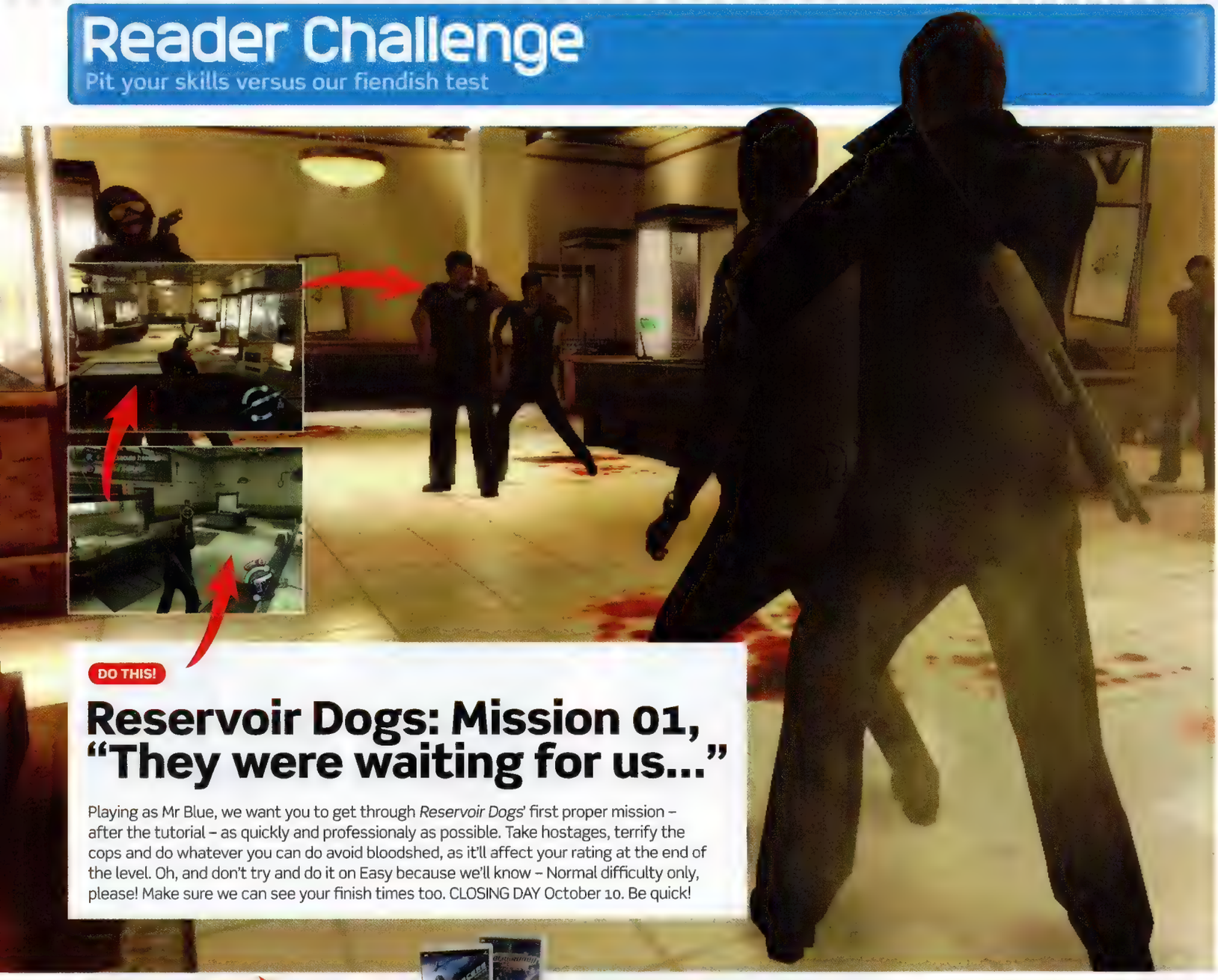


BARKING A collection of retro games acted out through stop-motion animation using everyday objects. So Pacman becomes a pizza and the Space Invaders starship a saltshaker. Massively creative, then, but also slightly mental. Worth a gander, if only to make yourself hungry. http://youtube.com/watch?v=gs3sLX8dvNw

ON THE DISC
A load more *Reservoir Dogs* screenshots

Reader Challenge

Pit your skills versus our fiendish test



DO THIS!

Reservoir Dogs: Mission 01, "They were waiting for us..."

Playing as Mr Blue, we want you to get through *Reservoir Dogs*' first proper mission – after the tutorial – as quickly and professionaly as possible. Take hostages, terrify the cops and do whatever you can do avoid bloodshed, as it'll affect your rating at the end of the level. Oh, and don't try and do it on Easy because we'll know – Normal difficulty only, please! Make sure we can see your finish times too. CLOSING DAY October 10. Be quick!

WIN THIS!

Courtesy of our good friends at Game.com, the top 10 games can be yours!

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HOW TO TAPE!

1. Plug your PS2 into the back of your video/DVD recorder. Choose the AV input channel on your video and you should see your PS2 on your TV.
2. Now just record away. Any tape or DVD welcome!
3. Write us a short letter explaining what's on your tape or disc. Don't forget to give us your name and address so we can reward you if you're a winner. And don't forget to include a pic of yourself – or email it to us at psm3@futurenet.co.uk, subject line 'PIC OF ME'.

LAST MONTH'S WINNER!

Congratulations go to **Bradley Ross**, whose *Tomb Raider Legend* time trial video made us gasp with awe. He's really mastered Lara's acrobatics and has clearly spent a lot of time – perhaps too much – with the first lady of games. He lept through the first Bolivia level in a frankly staggering 4 minutes 23 seconds. Excellent work, fella. Have the booty.

"*Tekken* needs older women! Give us some wrinklies!"
Santino Prinzi email

Beat The Team

Think you're good at *PES5*? Take on PSM3 and find out...

"Greetings, oafish proletariat. It's the rakish Dan D and irresistible Nathan here, fresh from smiting the hopes of (almost) all-comers on *PES5*. We got off on a terribly sticky wicket this month, but everything was soon tickety-boo. Fancy your chances? Find us on Friday October 13th at 2pm. Look for the PSM3 lobby. We'll send you a game IF you can beat us."

1 PSM3 (2) vs Steven86 (1)
"Now young Steven (aged 86) might have won the first game an unsportsmanly 3-0 as we adjusted to the buttons and the peculiar feeling of *PES5* after *PES6*, but we we won the rematch 2-1, with an oddly satisfying own goal. IN YOUR FAC... <cough>"

2 PSM3 (1) vs Rogi (3)
"C Normal? Sorry old boy, we only play random condition matches – and watch your Queen's English. Ah, bugger. All our players are on bally old greys. Which neatly explains why we lost three-one, and you were improper enough to suggest we should 'SUCKKKK IT!!!!'. Foul rogue."

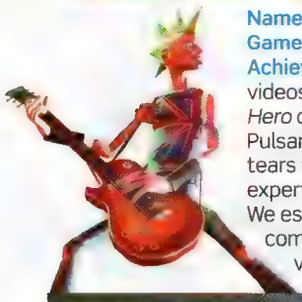
3 PSM3 (2) vs Davidjc1 (1)
"Finally, a proper two-on-two match. PSM3 roars into a clearly deserved two-nil lead, until Davidjc1 respond with a caddish lag-assisted second half goal causing us to refrain that 'Shush... Daddy is speaking', which, of course, he sort-of is. Three hearty cheers for us."

Final score PSM3United: 2 – You Lot: 1

"Two wins and an unsporting loss. When *PES6* comes out – lag free – you rotters can expect a sound thrashing!"

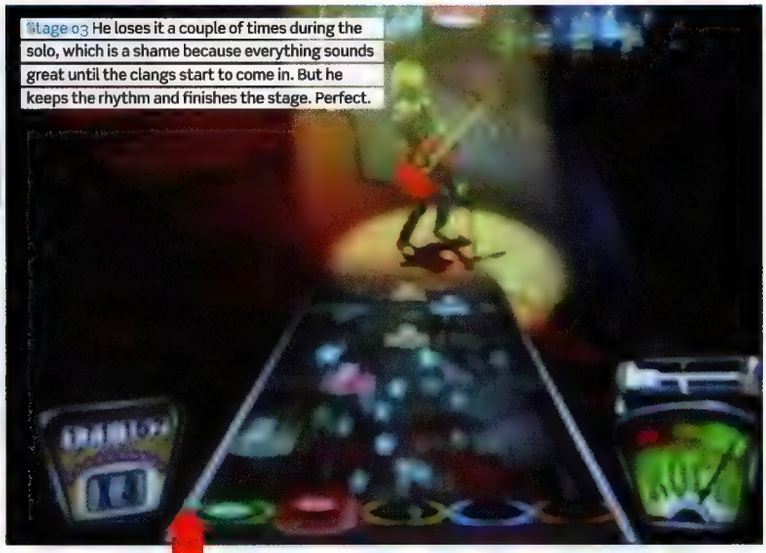
Look! I Can Do This!

Send us your amazing gaming feats and we'll send you some games



Name Austin 'Mr Pulsar' Throop
Game *Guitar Hero*
Achievement There are millions of videos of people being good at *Guitar Hero* on YouTube, but this one from 'Mr Pulsar' is one of the best we've seen. He tears through Crossroads by Cream on expert mode and hits almost every note. We especially like his efforts on the complicated solo. Can you do any better? Send us your videos, either on tape or via YouTube.com. Do it now!

Stage 01 An easy-ish start lulls you into a false sense of security. But then...


Stage 03 He loses it a couple of times during the solo, which is a shame because everything sounds great until the clangs start to come in. But he keeps the rhythm and finishes the stage. Perfect.

Stage 02 ...things get a bit harder, with notes placed all over the fret bar. Yikes.

PSM3 Verdict

Crossroads is one of the hardest songs in the game, although in Expert mode everything's hard. The song starts out simply enough – the same few notes repeated – but when that beast of a solo kicks in, you need true skill. Excellent.

92

Video your moves, stick it in an envelope

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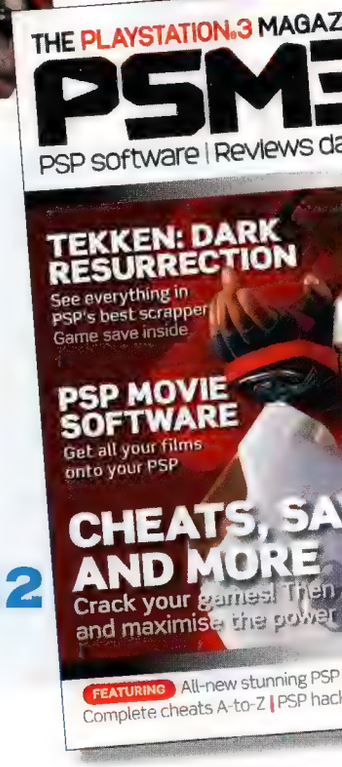
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FEATURING Metal Gear Solid 4 | MotorStorm | Half-Life 2 | Battlefield 2142 | Final Fantasy XII
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DVD

PSM3 DVD
ISSUE 80 | NOVEMBER

THE PLAYSTATION 3 MAGAZINE
PSM3

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PSM3 Reviews

Instant PlayStation justice

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"It has a map 20 times that of GTA: SA"

Just Cause page 64

PSM3 review scoring system

0-29 Rubbish
An absolute stinker and an insult to gaming. The makers should be ashamed.

30-49 Poor
Why did they do that? Some simple playtesting could have worked wonders.

50-69 All right
Hey it works, and we can see what they were trying to do. And that's about it.

70-84 Good
Worth playing, especially if you're a fan of the genre. It just lacks that touch of greatness. .

85-89 Superb
This is the sweet spot. If a game scores in this zone it's definitely worth your money.

90+ Amazing
You must get this. Failure to do so would mean missing out on a real console classic.

PSM3 BUY IT

The Award
If you see this, then you should buy that game.

The Team

Meet our regular reviews squad

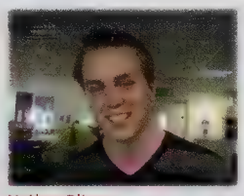
Daniel Griffiths
Specialist in Driving, action/adventures and breaking bones.
Playing *Ridge Racer 2.* "I find change somewhat fearsome."

Daniel Dawkins
Specialist in Extreme sports and Greek forest fires.
Playing *Pro Evo 6:* "I can take Wales to success for once."

Nathan Irvine
Specialist in Sports games and extravagantly posh crisps. .
Playing *Ape Academy 2:* "Well, I'm not allowed a real monkey."

Andy Kelly
Specialist in Role-players, retro and London's art galleries.
Playing *Kingdom Hearts 2:* "It almost makes me smile. Almost."

David Cook
Specialist in Shooters, platformers and Ross-on-Wye.
Playing *Mercury Meltdown:* "The colours make my brain happy."



Nathan Ditum
Specialist in Shooters, action and sleeping on sofas.
Playing *Just Cause:* "It's big like my ass. I'm not writing this am I."

Disagree with our reviews? Email your outraged rant to **psm3@futurenet.co.uk**

PS2

Pub Eidos | **Dev** Avalanche Studios
Price £40 | **Release** September 22
Multi-player None

ON THE DISC
Watch some scorching *Just Cause* footage

Dropping In

Making a grand entrance...

Just a few sweet, action-packed minutes in the company of *Just Cause*

Comandeer First, find yourself an appropriate vehicle. A chopper will do, but we've gone for a light aircraft.

Take off Then get yourself off the ground and head to your target. Be warned, this bit could take a while...

Winging it Next comes the really flash part. Ditch the controls, leap from the plane and grab the wing.

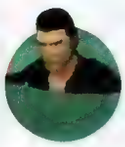
Just Cause

It's the game that's great from afar, but far from great

KNOW IT NOW

- Free-roaming third-person shooting? ☑
- A huge range of vehicles to drive? ☑
- A South American regime to destabilise? ☑
- Official UN seal of approval? ☒

Get Wet



One area where the game really falls to bits is when in the water. As soon as you're in the drink you're totally vulnerable, as you can't use weapons of any kind. Bah.

Let's get the inevitable *Grand Theft Auto* comparison out of the way quickly, eh? *Just Cause* is like *GTA*, but not in the cynical, cloning way that so many sub-par gang-and-gun titles tend to be. Yes, the mission structure is similar – story-advancing tasks supplemented by on-the-side jobs – and the basic gameplay blueprint, mixing on-foot and driving sections, is identical. But rather than challenge *GTA* on its own, heavily-fortified turf, *Just Cause* shifts away from Rockstar's urban sprawl and aims for something bigger and more spectacular.

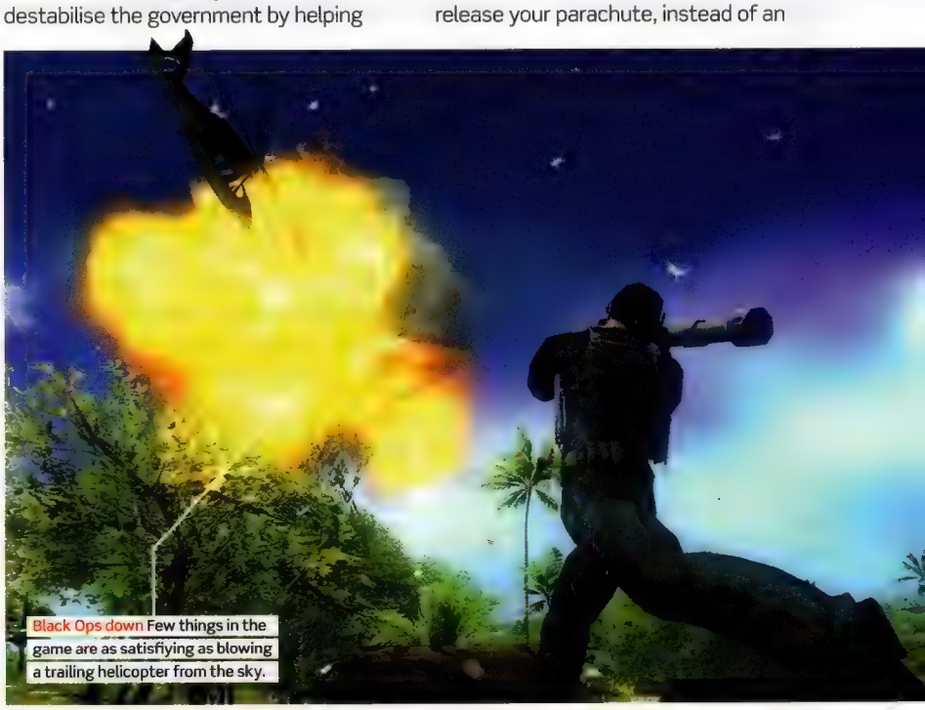
"Bigger?" you ask. "Surely you don't mean bigger than *San Andreas*?" Yes, we do, and in more ways than one. Firstly, *Just Cause* has a playable map around 20 times larger than *San Andreas* – an awesome statistic, when you think of the hype generated by the latter upon its release (see 'Does Size Matter?'). Then there's the aim of the game itself, which skips the whole 'making it to the top of the underworld' schtick and has you taking over an *entire nation*.

Leap of faith Rico's handy parachute makes swan-diving from cliffs and mountains a regular occurrence.

It's Rico time

Playing as CIA operative Rico Rodriguez, you're sent to the fictional South American country of San Esperito, with orders to remove President Salvador Mendoza. Given a free hand by Sheldon, your obnoxious American CIA handler, you're authorised to destabilise the government by helping guerrilla rebels and drugs cartels, and generally take advantage of the massive wealth and resources of the US military (at the last count worth 500 billion dollars a year). Is it politically sound? Sweet Jesus, no. Is it good fun? Yes – but perhaps not as much fun as it should be

The reason is inconsistency. The framework is brilliant, the idea is mouthwatering – but *Just Cause*, perhaps too geared towards the bigger picture, falls down on the fine details. Take the beginning. A brief cut-scene lays out some basics before Rico jumps out of a plane, and suddenly you're in control of his freefall descent. The problem is that with no clue as to where you're headed or when to release your parachute, instead of an



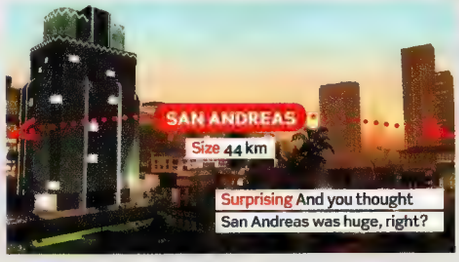
Black Ops down Few things in the game are as satisfiying as blowing a trailing helicopter from the sky.

Freefall All that's left is for you to take the plunge. Release the wing and pull your parachute cord. Now guide yourself down to hijack your next vehicle while watching your plane arc gracefully to impact.

Investigation

Does Size Matter?

We put *Just Cause* into perspective



exciting, James Bond-tinged opener, it's a bewildering mess. Our first go saw us land in the ocean 400 metres away from the landing zone. We then had to swim to the rendezvous – slowly – while Sheldon peppered us with a small, repetitive rotation of insults for taking too long.

There are other basic problems. On-foot controls are a little spongy, with body movement and camera control – each mapped to one of the analogue sticks – failing to gel perfectly. Added to occasional glitches in collision detection (see 'Glitch and Glamour') this often causes moments of disorientation when running and turning. To compensate there's an auto-aim feature, which zeroes in on whichever enemy is nearest the centre of your view. Theoretically you can cycle through targets by tapping L2, although in practice you have to shift your view until your chosen mark is in your sights – obviously not ideal in frantic battle situations.

Worse still, you'll often find yourself being hit by unseen enemies just outside the range of the auto lock-on, who are then very difficult to spot. You can press R3 to enter a slightly zoomed-in 'shoulder cam', but the emphasis is very much on the 'shoulder,' which obscures about a third of the screen and makes tracking multiple targets difficult. And, when you do finally tag someone, you see the stock animation of the corpse flying backwards through the air. It's used for every single person you take out, looks dreadful to begin with and only gets worse with repetition.

So close, but yet so far

This is all a shame, because *Just Cause* could have been very special. Once you're past the shaky opening, and into the seat of a vehicle, the game starts to come into its own. Rico has a range of transport-specific abilities – pressing ◎ while at the controls of any vehicle activates his 'stunt position,' which sees him kick open the door and steady himself – on the roof of a car, on the wing of a plane – ready for action. From here, he can leap between vehicles with a tap of ◎, or launch his parachute with ⊗. The parachute is also used in tandem with a grappler gun, which can be fired at any vehicle in range to hitch a ride – cars, choppers or even boats.

While these abilities are hardly realistic, they look and feel very cool. Plus, they also give you massive leeway in ways you can approach any given task. Take an assassination we carried out for the guerrillas on a high-ranking army official, for instance. All the expected options are available – ramming his car off the road and shooting him, say, or using grenades to blow up his ride. But there are other ways – drive alongside the target, kick your car door off its hinges, jump onto the roof, leap into his car, wrestle control of the wheel and speed off the mountain road, before

Stat bastard

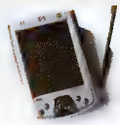
During this review we needlessly wasted...

Rocket man Car speeding towards you? A quick rocket will sort out the bounder sharpish.

jumping out of the falling death-trap and releasing your parachute, say, or steal a plane from the airport, guide it onto a collision course with your mark's motor, and leap from the plane, grabbing the wing with one hand until a second before impact when you jump to safety.

It's awesome, and, thanks to the range of jeeps, speedboats, choppers and aircraft thrown at you, there's never a shortage of things to try, or blow to bits. Just the opposite, in fact – there's a perverse delight to be had from calling in a vehicle, only to wreck it seconds later and call for another just because you want to, just because you can. See, what really sets Avalanche's title apart from *GTA* is the ready availability of massive supplies of weapons, vehicles and support from the off. The game revels in playful annihilation and its main aim is to tool you up and set you loose. This is why *Just Cause* is worth a look, despite its significant problems. Yes, it's totally wrapped up in the larger picture, and this damages the game – but, when you stand back and take a look, what a beautiful picture it is. **Nathan Ditum**

Palmtop powers



The in-game menu system is presented as a PDA, featuring all your missions, relationships with crime factions and, of course, the enormous map of San Esperito. You'll still get lost, though.

Cracked

Glitch and Glamour

When great games are broken...

Car Crash Our first bike ride ended in a collision – very nasty, as we were trapped inside the floor of the motor, still on the bike but unable to move.

Two-Faced Get too close to any object above your head and watch as your staring face swivels to the top of your skull to look back at you with dead eyes.

Vertigo Perspective falls to bits if you descend in a chopper while the camera looks from above. Try it over a forest – trees uproot and shift around. Messy.

Fave Feature

"Flying above San Esperito through clear blue skies is breathtaking"

PSM3 Verdict

***Just Cause* contains...**

A unique level of gameplay freedom | Dodgy on-foot combat | The biggest map on PS2

Overall Should have been a masterpiece. Instead it's a frustrating mix of the brilliant and the deeply average.

78

PS2

Pub Ignition | **Dev** SNK
Price £40 | **Release** September 29
Multi-player 1-2

ON THE DISC
See the trailer for Kof:2006, the next in the series
DVD

Cool move
Andy Bogard yells with rage as you half-circle the pad and unleash a devastating charge attack. But newcomers shouldn't be fooled. Most of the time you'll be looking at the game and thinking "I've walked into 1999..." Britney Spears is just mounting the charts and we're all getting jittery about the Millennium Bug... Is that really what you want from your games?
MAX

The King of Fighters: Neowave

The King's been overthrown... but does anyone care much?

KNOW IT NOW

Typical old-school fighting action?	☑
Extensive, in-depth Story mode?	☒
Choice of 2D or 3D backgrounds?	☑
A fresh, original gaming experience?	☒

We're sad to see a great series struggling like this. *King Of Fighters* has traditionally been the hardcore gamer's choice of 2D fighter, but with the franchise finally, almost grudgingly, venturing into full 3D with the *Maximum Impact* games, 2D *King Of Fighters* has been left behind. You can talk all you like about how pure the gameplay is, but the harsh reality is that *Neowave* is badly antiquated. Not only has the formula been tried hundreds of times before, but it's been done so much better too.

The *KoF* series has become more forgiving and noticeably more like *Street Fighter* in recent months. Start a battle and you'll notice the three-level super bar, accessed mostly with two quarter-circle motions plus attack and your character will have motion blur echoes behind him as it unleashes its fury. It's so similar to *Street Fighter Alpha*, it's almost like you're playing it. But this ain't no *Street Fighter*.

With an unarguably solid fighting mechanic at its heart – obviously the result of over a decade of iterations – you couldn't call *King Of Fighters: Neowave* broken. It plays exactly as you'd expect, with some nice touches – like an evade button that lets you roll around oncoming fireballs and a charge button that increases your power but drains your own bar. It adds new tactical possibilities, sure, but this really is no-frills fighting. The three-character Team mode doesn't even let you swap or combine characters mid-bout – something *Marvel Vs Capcom 2* did well over five years ago.

Some flesh on these elderly bones would help a lot. Whereas *Capcom Vs SNK* introduced bonuses for finishing your opponent in different ways (adding an incentive to finish each round spectacularly), here a win is just a win. Post-fight screens feature flat artwork of your character or team with the word 'winner' underneath. No after-bout taunts, no plot development... indeed, no real Story mode at all. Just a predictable string of opponents before you meet the boss. And while the difficulty level is well-paced up to this point, he is *ridiculously* powerful. That's powerful as in 'three slight cuffs around the head and you're out' powerful. He's so tough that you'll be grateful for the help options at the continue screen, which includes easing the difficulty setting and

Flame academy There are some nice flame effects, but nothing here takes advantage of PS2's power.

Kick back You can see how pixellated the sprites look compared to their backgrounds. The optional filter doesn't really help, either.

giving the CPU opponent just a third of its energy bar to work with. Then, just to make the game feel even thinner, you realise there is no online mode. Even though Xbox owners get one. Hmmph.

Turd dimension

Graphically, *Neowave* pretends to be modern by having 3D backgrounds, although you'd never choose this over *Soul Calibur 3* or *Tekken 5* if you were after impressive 3D. However, you can do away with the third dimension and revert to flat layers of scenery. But then, instead of looking comfortingly traditional it just looks ugly – and very old. The sprites, meanwhile, look like they've been recycled, appearing rather low-res compared to their backgrounds. And Mai's jiggling is still scandalous – all those years and she still can't dress properly. Finally, to cap off the aesthetic issues, shadows don't quite reach the fighters' feet, making it look like they're levitating slightly. Hmm, maybe they are... Sonically, the game is also stuck in the late '90s. Character voices are badly sampled, sound whiny and begin to irritate almost immediately.

This game would have impressed us in 1999. We're not 2D-bashing here – great 2D games are timeless because they're not instantly antiquated by better technology. But compared to *Marvel vs Capcom 2*, there's really no contest – Capcom's masterpiece is still sensational. We've moved on since full-screen flashes of red and white were classed as special effects, but *Neowave* hasn't. Hardcore *KoF* fans might enjoy playing this, but for everyone else after some 2D fighting fun, *Marvel vs Capcom 2*, *Guilty Gear X2* and *Street Fighter Alpha Anthology* and are all infinitely superior. **Justin Towell**

Train strain There's a train on one stage that rushes at the fighters as they scrap on the tracks. But it stops just short of running you over. And that's the closest you get to environment interaction. Pff.

Fave Feature

PSM3 Verdict

***King Of Fighters: Neowave* contains**
3D backgrounds | 2D fighters | Grating voices
Face-licking dogs | A sense of deja vu

Overall The 'hardcore' tag can't excuse this. Even fans of *King Of Fighters* will feel short-changed.

44

PS2

Pub Eidos | **Dev** Blitz
Price £30 | **Release** Out now
Multi-player None

ON THE DISC
A beautiful of Dogs

Cool Move
If you keep someone hostage for too long they'll get exhausted and faint. To keep yourself covered, constantly switch between cops and civillians – if they pass out and you're faced with a load of gun-toting rozzers, they'll open fire and you'll be history. It's also worth making sure that you grab the weapons of anyone you disarm. That'll stop them feeling brave, picking them back up and killing you.

Reservoir Dogs

Against all expectations, these Dogs have the bite to match their bark

KNOW IT NOW

Inhumanely slicing men's ears off? ☑
Terribly exciting driving bits? ☑
Tabloid-upsetting violence? ☑
Endorsed by Tarantino? ☒

Seen Reservoir Dogs? Then you'll know about 80% of it is made up of dialogue. Lots of dialogue – and only one real location. So how have they made a game out of it? Simple – they've filled in the gaps. There's a lot talked about in the movie – Blue dying, Pink escaping with the diamonds and so on – but little is ever explicitly shown, which is where the game comes in. The levels are based around these events and explain away the plot's loose ends without butchering Tarantino's script in the process. Quite an achievement – and everything makes sense, from Blonde kidnapping the cop who later becomes the victim of his ear-slicing, to Brown getting the unexplained head injury that he died from in the film.

So while the levels feature brand new situations for the characters, the cut-scenes are direct copies of bits from the film, but with odd-looking new characters (of which more later) and none of the original voices (expect Madsen, that is). But the voice acting is actually *brilliant*. They've hired soundalikes who are absolutely spot on, from Harvey Keitel as Mr White to Steve Buscemi as the whining Mr Pink to Quentin Tarantino as Mr Brown and a Chris Penn impersonator who sounds *so real*, we actually believe that *it is him* – dead or not.

And the in-game sounds are pretty special too. There's a real ambience to everything, with sound changing accordingly to reflect either indoor or outdoor environments. (Look, we don't usually get excited about sound production, but they've really excelled themselves in *Dogs*.) They even have all the proper music, from Stuck In The Middle With You to Little Green Bag. Sonically, this is absolutely spot on.

Face off

But *Reservoir Dogs* upsets us. Not because it's bad, but because when it gets something right it immediately gets something wrong and ruins everything. The graphics, for example – the gorgeously subtle lighting and overwhelming attention to detail in the levels are offset by the laughable character models. The faces look so distorted and strange it's as if they've not only not seen the film, but *never seen a human head* before. Mr Orange looks like Prince Harry, Mr Pink is one half of the Chuckle Brothers and Nice Guy Eddie seems to be suffering from third degree burns. And Michael Madsen (whose likeness is fully-licensed, remember) must

Wheel man The driving bits are surprisingly fast and the arcade handling makes outrunning cops a chaotic delight.

Fear factor Keep your hostage in line by bashing them across the head. It's not pretty, but do it hard enough and the cops will drop their weapons.

have been paid double if he approved his likeness. He looks like a palsied troll.

The combat suffers too. The crowd control system – using threats to make cops drop their guns and put their hands on their heads – works brilliantly, but it makes progress through each level feel unbearably slow. And you can't charge in shooting if you get bored, because even the slightest deviation from the hostage-taking routine results in instant death. As a result, something that's perfectly solid and satisfying becomes stunted.

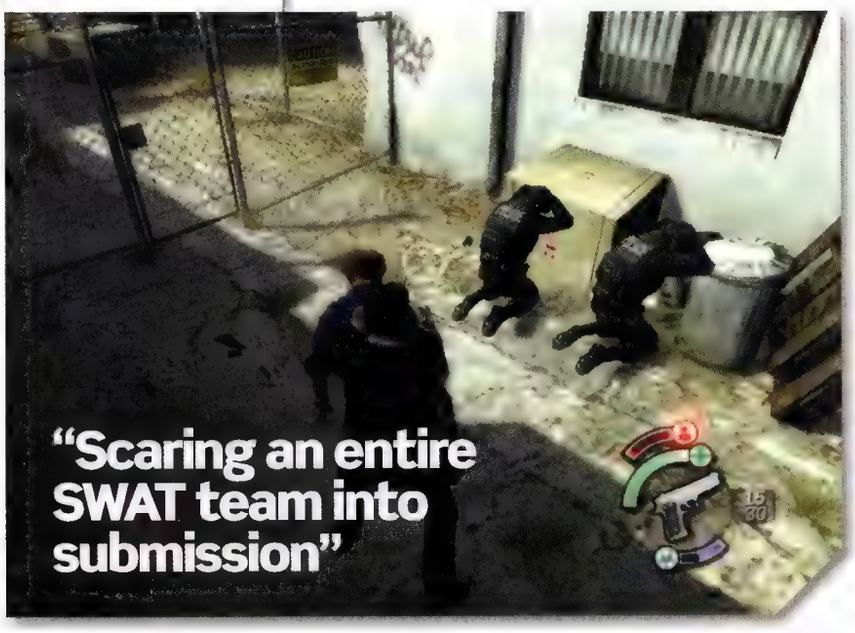
But let's focus on that crowd control system because it's what saves *Dogs* from mediocrity. When you're presented with a room full of cops, the best way to deal with the situation is to take a hostage. Press ◎ next to someone and you'll grab them, then you can lock on to other characters with L1 and threaten them with R2. Security guards will drop their guns instantly, but cops won't give in to your threats. This is where you have to get a bit nasty and press ⊗ to pistol whip your hostage. This will cause the cops to instantly give in to your demands and you can move them around the room with the right stick, pressing R2 again to make them face the wall with their hands on their heads. Complicated initially, but you soon get used to it, and it's a refreshing alternative to just murdering everyone.

But just as you're getting used to controlling crowds and taking hostages, the game ends. It took us about seven hours to finish it, and although we'd only unlocked one of three endings, we had no desire to go back and play it again. We did, because that's our job, but you might not.

So *Reservoir Dogs* isn't the cheap cash-in we thought it would be, nor an essential buy – just a 'very decent' game that could have been better had it been longer and less reliant on hostage-taking situations. Ten more levels, better balancing and some more shooty bits and this might have hit the 80 mark – yet as it stands it's good, but no more. Still, seeing what happened to Pink after the film's end is priceless, if not exactly Tarantino-approved. **Andy Kelly**

Ear-sy lover
Perform a gruesome signature move and everyone in the room will drop their guns. Mr Blonde chops his hostage's ear off, while Mr White prefers to take a finger. Nice, eh?

Fave Feature



PSM3 Verdict

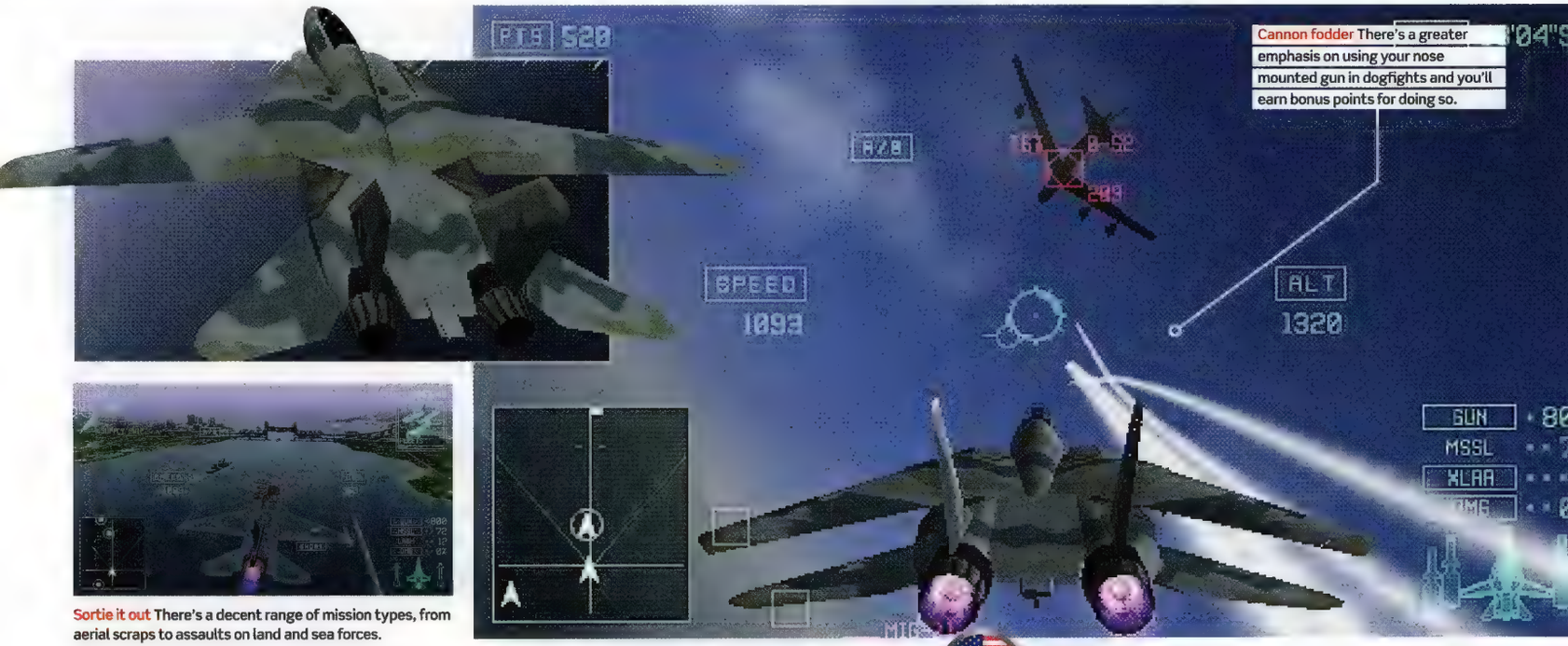
***Reservoir Dogs* contains...**
Faithfulness to the film | Incredible violence
Brilliant '70s soundtrack | Ugly men

Overall Looks fantastic, sounds fantastic and plays... well, not quite so fantastically, but it's still fun.

74

Pub Sony | **Dev** Namco Bandai
Price £35 | **Release** Out Now
Multi-player 1-4

ON THE DISC
A set of Ace Combat Deception screenshots



Sortie it out There's a decent range of mission types, from aerial scraps to assaults on land and sea forces.

IMPORT

Ace Combat X Skies of Deception

Feeling supersonic? Here's a handheld tonic

During a recent interview with a Capcom producer, a colleague asked this question: "Apart from your own – of course – what's your favourite game?" The somewhat surprising answer was *Ace Combat* on the PS2. Although it's pushing it to bonkers levels to say that the series is the finest PS2 has to offer, *Ace Combat* has consistently led the way in console dogfighters and its first sortie onto PSP manages to maintain those sky-high standards.

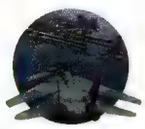
Developed exclusively for the handheld rather being nothing more than a lazy port of the latest PS2 offering, *The Belkan War*, *ACX* offers an all-new storyline and set of scenarios, sharp-as-a-tail-fin graphics and a stripped-down control system that's instantly accessible and highly effective, with thrust mapped to the shoulder buttons, weapons to the face buttons and the analogue stick is used for slinging your ride through the ether. D-pad activated Wingman controls are absent, though

As ever, Campaign mode is the main occupation for the single player, which starts off being relatively straightforward and fairly easy, but soon becomes more complex as the new 'Strategic Artificial Intelligence System' kicks in after the first couple of levels. Say what? Basically, it's a clever way of breaking up the inherently linear nature of the game. Decisions you make during a mission will affect the nature of following missions. For example, should you decide to go after enemy ground forces instead of knocking out supply planes or bombers that are trying to scramble from an airbase, those planes will come back an bite you on your six at a later time. And vice versa. It certainly lends replay value to the Campaign.

Bogie on down

There are 30 licensed aircraft to strap to your back and it's the usual line up of US and Ruskie fighters with the odd European machine such as the Typhoon and Tornado thrown into the mix. The F-22 Raptor, the up-and-coming replacement for the F-14 Tomcat, is perhaps the highlight but all the plane models look damn fine, especially in replay mode. Likewise, all the ordnance is 'real-world' and you as you progress you'll unlock new weapons and parts with which to, er, pimp your plane.

Plot shots



As ever, there's a barmy – yet relatively thoughtful – storyline backing up the action with, weirdly, an underlying anti-war subtext. Plane crazy. [sigh...]

While it's a decent single-player game, it's not massively different to previous games, so it's the multi-player side of things that make this a worthwhile purchase. There are five different modes for up to four people to partake in, some co-op, others deathmatches. There's a standard nose-to-nose dogfight, you can test your flying skills with Air Superiority, Base Battle tasks you with taking out opposition bases before they hit yours and there are protective Escort missions too. It's a very decent mix with refreshing variety. All in all, then, a treat for flyboy fans and a shining example of how to take a console-based series to PSP. **Nick Ellis**

PSM3 Verdict

***Ace Combat X* contains...**
Bogies by the dozen | Annoying flyboy banter
Eye-pleasing scenery | Ace multi-player mode

Overall Plenty similar to recent PS2 efforts but *X*'s multi-player side helps elevate it to 'well worth a play' status.

80

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EC2 CREW · ZAKHAROV · KANE · 水龍

Pub SCEE | **Dev** Namco Banda
Price £30 | **Release** Out now
Multi-player 1-12

ON THE DISC
More action-packed screens of Ridge Racer 7
Extra/Screens

In Action

How to race Ridge style

Why the Ridge Racer experience is still unique after all these years

Dick Last-ardly The game always puts you at the back of the pack, with your opponents unfairly miles ahead of you. Weird.

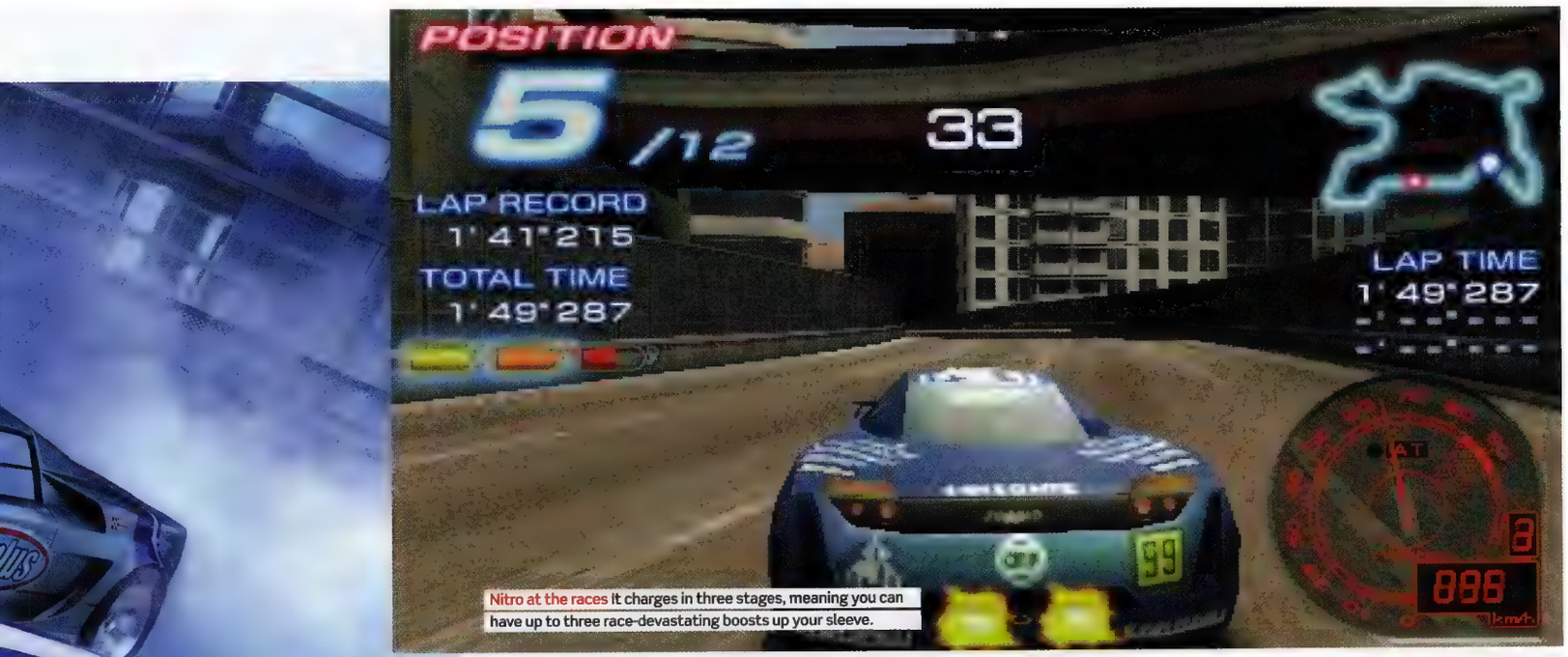
Drift off Battle your way car by car through the pack by mastering the art of the sideways drift around corners.

Home to boost Time your nitros carefully. In later races the only way to win is to triple-boost on the home straight.

"Races are only won by a whisker"

4

Clinch Eastwood The tougher later races are only ever won by a whisker as the game AI artificially gives your opponents super powers in order to force a thrilling race. It's unfair, but it feels fantastic.



Nitro at the races it charges in three stages, meaning you can have up to three race-devastating boosts up your sleeve.

Ridge Racer 2

This near-identical sequel really is a *Ridge* too far

We hate moaning about how they've "failed to build on the success of last years game". Or how "this year's version feels like a cheap cash in". Or even how "by introducing the new [insert preposterous new control system here] they've actually made the game worse". Those are scenarios that crop up a lot these days for us. Well prepare to journey to a new galaxy of moan scenarios: what we have here is a sequel that – and we can hardly believe what we're typing here – is *exactly the same as the last game.*

We're not talking about the two games both involving driving cars quickly round corners. We're talking about the same menus, the same races and the same looks and sounds. Indeed, if it wasn't for the slightly different intro (which seems as if it were created in the same afternoon as the first) you'd swear you'd slung in the old game by mistake.

Don't get us wrong, *Ridge Racer 1* and *2* (it doesn't matter which we're talking about here as they're identical, remember) are pretty much PSP's best racing game(s). It's a 100% dynamite arcade-style racing game. The cars handle like butter-smeared rockets and the tracks are unreal, utopian clashes of mountain, city and beach that make *TOCA* and *McRae* feel like two weeks in Bognor with a Haynes manual. That said, if you bought *Ridge 2* and owned *Ridge 1* we guarantee you'd take it back to the shop the same afternoon.

Race for the prize

You pick a (totally made-up) car, drive an ever-expanding series of races and unlock your way towards the world's end. Then you do it all again on the next difficulty level up. It's a game that perfectly suits the dive-in-dive-out nature of PSP. Play a single race (as part of a longer three race tournament) and have a break, or lock yourself in a dark room (or bus or plane or train) and while away hours battling your way to poll position. It's fast, it looks great, it's easily mastered and endless fun. It's typical *Ridge Racer*, in other words. That *Ridge 2* picks and chooses the best tracks from the previous *Ridge* games makes each race a walk in nostalgiaville. The first ever *Ridge Racer* track is

KNOW IT NOW

- Brilliantly designed tracks and vehicles ☑
- Ideal for PSP, dip in, dip out racing ☑
- Superb, easy to set up wireless play ☑
- Lots of new features and tracks? ☒

Imagineering The cars are believable, but are all the work of Namco's designers.

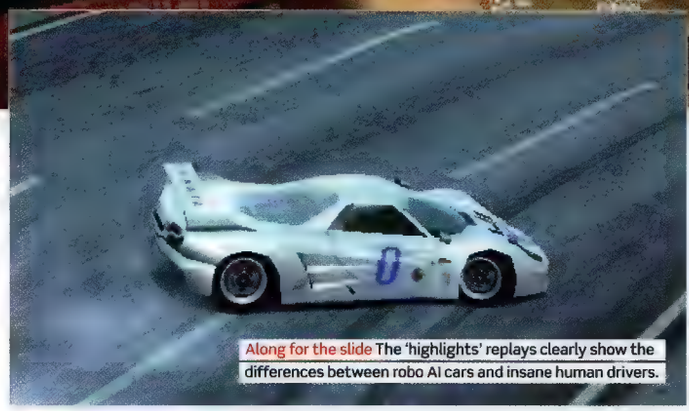
in there (yes, *Ridge* in arcades and on PSone only featured *one* real track) and it's an honour and a pleasure to be driving down the sun bleached mountain passes of *Ridge 4*'s Diablo Canyon Road again. And this time around you've got the game's nitro feature to pep things up. Powerslides fill up a meter which you can choose to unleash for an extra race-winning power boost. Choosing to skid and slide certain corners in order to amass boost for the straight up ahead gives the game a brilliant tactical edge. And timing the use of the boost (should you let a stage one boost go now or build it up for a ultra-powerful three stage blast) is a nail-biting game of chicken in itself.

But let's not get blinded by delight here. Everything we've described above is in the first game which – chances are – you own already. What Sony want you pay for here are three new play options, some new cars and some new tracks – though after having played the game for a week we're not sure if we've unearthed any. Word to game developers: If you are going to make a game that's 90% the same as the last one, at least put the new stuff at the front. And make it sufficiently different to the old stuff so that you can actually feel the benefit. New stuff? Really?

Twelve angry men There may be twelve cars somewhere on this track but you'll only ever see a few at most.

One for the mode

The three new options (effectively doubling the number of game modes to six) are Arcade, Duel and Survival, joining the (too) familiar World Tour, Time Attack and Wireless Battle modes. Arcade mode lets you quickly dive into a bevy of tracks from *Ridge, Ridge Revolution, Rave Racer, Rage Racer, R4* and *R5* – something definitely lacking from the first game and a neat (easy to add) bonus for real *Ridge* fans. Battle mode is a quick and easy one-on-one race that's ideal while you're waiting for the train. (Though the vacuous, reward-free winning experience makes it a bit pointless.) And Survival has you racing against three other cars, with the last car each lap being given the elbow – smart, but no more exciting than a 'proper' race. Anything else new is hidden so deeply as to be invisible to all without a direct side-by-side comparison with the first game.



Along for the slide The 'highlights' replays clearly show the differences between robo AI cars and insane human drivers.

Link wrapped *Ridge* on PSP has a killer Wi-Fi link mode. Get (up to) eight mates with PSPs and copies of the game together for an effortless multi-player game.

If you've not got the original Ridge then this is among the very best racers you can buy. We implore you to try it. However, if you *have* got Ridge on PSP *please* give this a wide berth and avoid a disappointment so powerful you'll lose faith in ever trusting a sequel again.

Daniel Griffiths

Fave Feature

"Letting go with the nitrous and hanging on"

PSM3 Verdict

***Ridge Racer* contains...**

62 cars | 42 tracks | The cities of tomorrow

Exactly the same stuff as the last game

Overall Take the original, add some barely noticeable new additions and re-release it. Great game – awful cash-in.

50

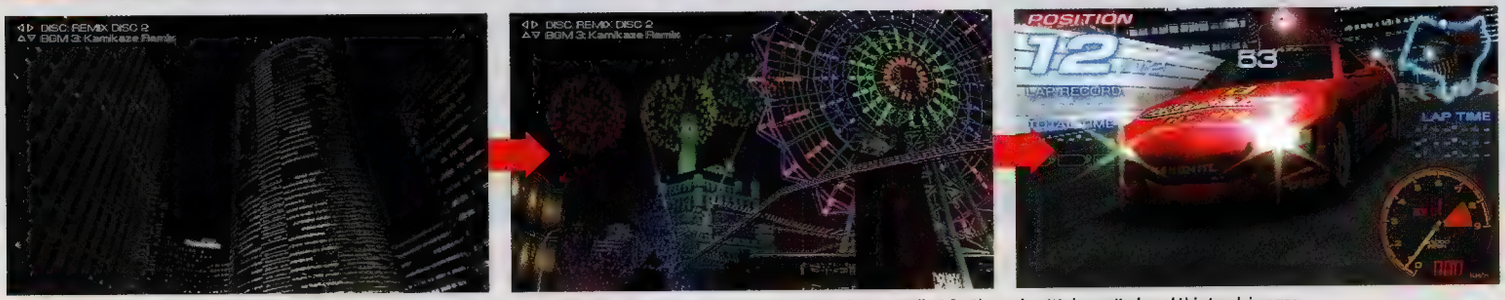
Tracks

The top five Ridge courses of all time

Ridge 2 selects the best of the series and most of the time they're right. Here are our pick of their bunch

Ridge Racer The classic course from the original *Ridge Racer*. The arcade cabinet featured just this one track – a journey from a city, through a tunnel, over a bridge to the beach and back via the mountains.

Rage Racer Gritty grey *Rage Racer* on PSone injected some 'realism' via its colour palette but the tracks, with their insane twists, hills and diving descents were, if anything, even more fanciful.



Rave Racer The arcade sequel to Ridge Racer was famous for its wide, motorway-like city tracks featuring some amazing jumps – a first for the series. We haven't played this track in *ages*.

Ridge Racer Revolution At the time, we loved it, but this PSone sequel to *Ridge Racer* doesn't really feature a classic track, being too much of a clever-clever mish-mash of styles. Still, it's great to play it again.

Ridge Racer 4 Perhaps our favourite *Ridge* of all time. The Diablo Canyon Pass is among its best tracks, featuring long sweeping high speed curves and some stunning, ever-changing trackside scenery.

PS2

Pub EA | **Dev** EA
Price £30 | **Release** Out Now
Multiplayer 1 - 8

ON THE DISC
Loads of goalgasmic [cough] *FIFA 07* screenshots
Extra/Screens

Cool Move
FIFA 07's extravagant players have an array of moves to beguile the opposition with. So when you're cruising, you can get the likes of Joe Cole and Robinho to pull off flicks and tricks. All the fancy moves you'd see on Soccer AM's showboat segment are yours at the twitch of the right stick. Not only do they look classy, they also make your opponent look like a lead-footed fool. Nice.
www.fifa07.ea.com
PRINCIPALES
FIFA.com

FIFA 07

FIFA makes its usual improvements, but has it finally caught up with *PES*?

KNOW IT NOW

Licensed clubs, stadia and players? ✓
Improved gameplay? ✓
Ben Thatcher KO challenges? ✓
Better than *Pro Evolution Soccer*? ✗

Judging by the reaction at PSM3 Towers, all those years attempting to get *FIFA* to be 'more like *PES*' seem to have paid off for EA this season. "So what's this new *Pro Evo* like?" enquired one curious onlooker. "Actually, it's the latest *FIFA*," we scoffed, as our office buddy looked decidedly disappointed. "Oh, right, well it looks loads like *PES*. Fancy a tea?" they continued. "Hang on – it's very good this time," we said. "Let's have a game and we'll prove it. But get the tea first, eh?" A vignette into our daily lives there, demonstrating just how much *FIFA 07* looks – to the untrained eye – like *PES* when it's in full flow. And, thankfully, it's not just the cosmetics that are on a similar par to Konami's champion footie game.

OK, so it's by no-means a carbon copy of *PES*, but the improved animations have allowed the game to feel much more free. *FIFA* has always been trapped in scripted animations. You can usually tell when the ball's going to hit the back of the net before it's even left the ground, and the 'trick-stick' moves jerk like Crouchy doing 'the robot'. But all has changed. From the randomness of the ball physics to the way in which players now jostle for possession, *FIFA 07* certainly plays the type of football it's been threatening to do for years. You're no longer guaranteed to score from certain angles so the chances of seeing the same old swirling goal landing in the onion bag time and time again have also been transferred out. What we're left with is an enjoyable footie game which reminds us why we liked *FIFA* in the first place. Plus it does loads of things better than *PES* too.

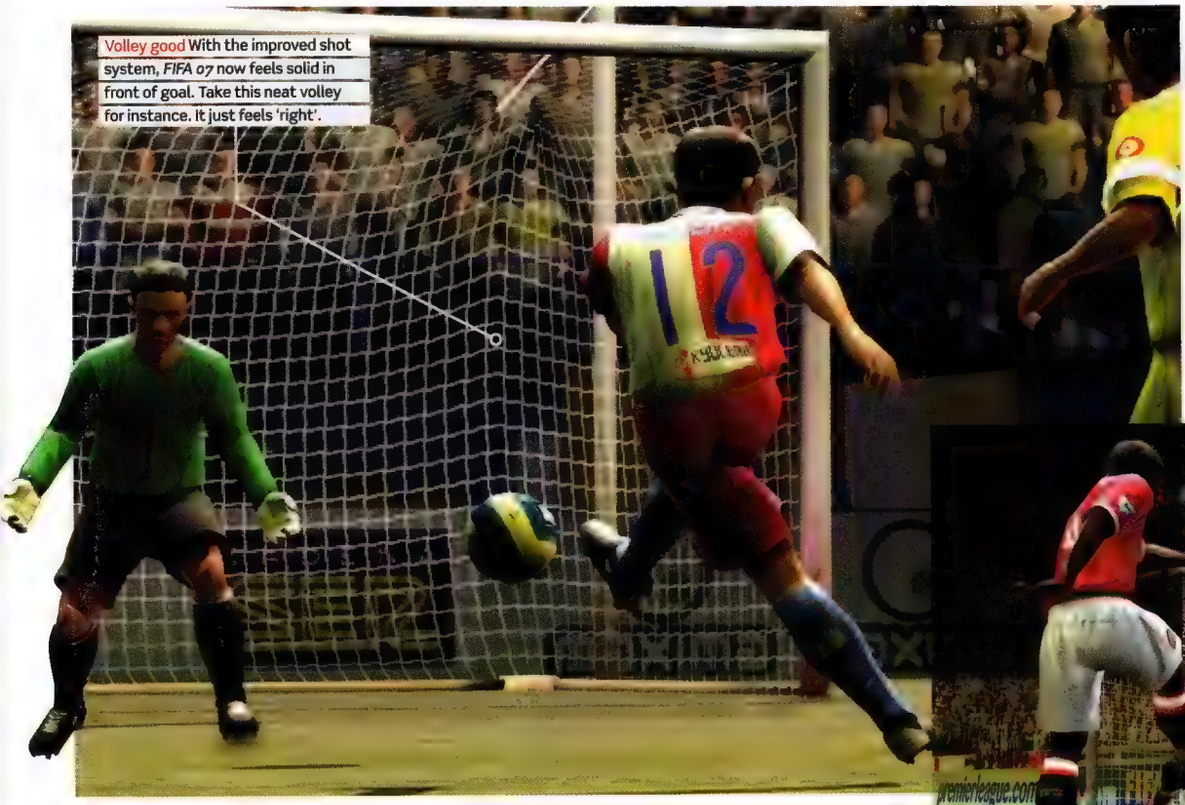
Who's the manager?

Take the Manager Mode for instance. Although the transfer system feels fairly soulless and wrong (we secured Owen Hargreaves' services for 3.4m without a sniff of fruitless bartering or threats to be reported to FIFA bods), it's actually more playable than the Master League in *Pro Evo*. You've got the Create-a-Manager mode where you can select your digital persona – including <gasp> a few women. Then you can sign sponsorship deals in return for transfer funds, raise your profile to legendary status as you make headlines in the media (The Sun 'newspaper', no less) and guide your side to glory in every domestic and European competition around. It all melds together to form a great experience. And little touches – like chants about your team ringing out while you're menu hopping – enhances your involvement beyond what *PES* can do.

On the field, *FIFA* feels better than ever. Or, to be precise, more like *PES* than ever. You can string slick passing moves together with ease, pinging the ball between players skilfully. And with another nod to Konami – and, erm, real life – you now have to actually face in your desired direction before hitting a pass otherwise it'll be slow and less accurate. Shooting? Well, bulging the back of the net is massively satisfying and with the addition of the Finesse Shot (R2 and ○ to add swerve and control to a shot) this is an

FIFA 07

"It's taken too long, but EA have finally restored some magic to FIFA..."



Volley good With the improved shot system, *FIFA 07* now feels solid in front of goal. Take this neat volley for instance. It just feels 'right'.

License to thrill All the big names and kits are accounted for here. There's a level of realism that *PES* can't match.

Got to get up to get down New for this season is the goalie's ability to make secondary reaction saves.

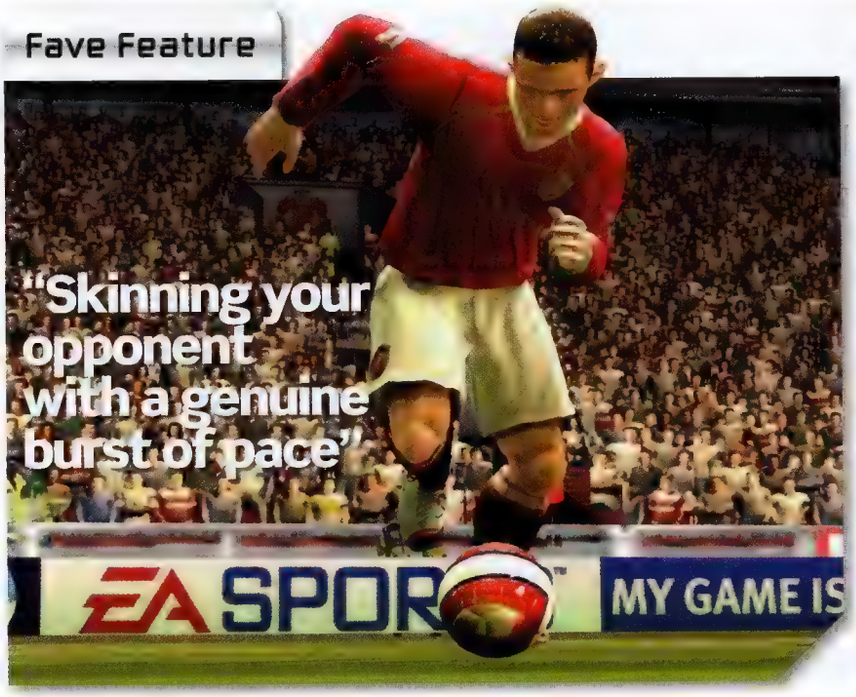
area that's well-catered for real goal-getters. Our only problem is the regularity of which high and wide shots are scuffed. Running onto a shot in an effort to drill it home often sees the ball cannon into the front row of seats rather than the top corner of the net now that so much emphasis has been placed on tweaking the shooting attributes. But you'll largely be zipping home drives rather than squandering chances like Sunderland's goal-shy striker Jon Stead. Pinpoint through-balls – whether lofted or burning worms across the grass – work really well and can put the defence on the back foot easily. Even that under-appreciated 'trick stick' has had a reworking. Instead of randomly twanging the right analogue and hoping for any sort of lollipop, you now need to knock it left and right to shimmy, or twist it round to do a Zidane headbu... sorry, spin. Also, extravagant showponies like the Portugese winker Ronaldo have their unique special tricks (see Cool Move).

While the action has been liberated, however, *FIFA* can still look a bit gluey. From time to time you get locked into a few split-seconds of set moves which undoes a lot of the good work that's on display and whiffs unfortunately of old *FIFA*. But niggles aside, *FIFA 07* has come on leaps and bounds. The gameplay is Premier League standard and with the amount of new – and thankfully not rubbish – features like the online communities and unique fan podcasts, it really can challenge *Pro Evo* all over the park. We're not transferring our love to *FIFA* permanently because *PES6* is still our champion (see why on page 28) but a loan spell with *FIFA 07* will certainly open your eyes to another way to enjoy your football on PlayStation 2. **Nathan Irvine**

Pod and quips twice

Want to hurl some comedy banter at the opposition? Then go online, head for the EA Podcasts option, record your message via EyeToy and let the world have it. A good way to interact with fellow *FIFA* fans.

Fave Feature



PSM3 Verdict

***FIFA 07* contains...**

The thrills and spills of footie | In-depth season mode | 30-yard screamers

Overall As a package, *FIFA 07* takes some beating. In terms of gameplay, it's still not *PES*, but it's just shy of excellent.

84

Pub EA | **Dev** EA
Price £30 | **Release** Out Now
Multi-player None

ON THE DISC
More shots of *The Godfather* in action

The Godfather: Mob Wars

Play cards with the mob? An offer we *can* refuse

Chances are that if you wanted to play a card-based territory-gathering game, you'd probably be sat round a table playing Risk with a few like-minded nerds. So why is *Godfather* on PSP a card-based territory-gathering game, albeit with runny-shooty bits? Are they trying to commit commercial suicide? Does EA have a grudge against Copolla? For not only is this a bad idea, but it's done... badly.

Although *Liberty City Stories* managed to cram an entire free-roaming city onto PSP without much trouble, *The Godfather* hasn't even attempted the same feat. All the driving – *all* the driving – from the sprawling PS2 crime sim has gone, meaning there's no entertaining car-jacking bits to link missions. What's left is two intersecting sets of linear tasks – one advances the plot (protect the Don in hospital, murder McCluskey and so on) in the style of the PS2 game, and the other – the strategy bit – deals with extorting businesses and taking territory from rival gangs.

What a card

Except it's all a bit lightweight. You get a set of cards, offering you the chance to promote your mobsters, for instance, or steal a limited sum of cash from a rival gang. Then you go to the map screen and um... play your cards in an attempt to extort a business or steal territory from another family. Odd, and this doesn't work via a complex system of stats and hit points like it should. Instead, you wander about with a gun, shooting people. Just like the rest of the game. Sure, the more powerful your rival gangs are, the harder each mission will be, but it still seems to render the whole 'strategy' element magnificently pointless. It's a not-very-good way of disguising the fact that EA haven't managed to fit the entire city onto the UMD, and have come up with this alternative method of getting you from point A to point B. It's infinitely less satisfying than tearing about town in a flash motor, running people over. Try running away from the mission area, incidentally, and a big shouty warning appears on the screen telling you not to. *Mob Wars* is depressingly linear compared to the full-fat PS2 version.

And the actual action itself? It's quite faithful to the original, if scuppered by the fact that there are no real camera controls so you can't look around properly. It just about hangs together OK and can be decent fun, but in stripping away *all* the free-roaming elements the game becomes disturbingly shallow and piecemeal, and the strategy elements do nothing to make up for that. Want action? Get *Liberty City Stories*. Want strategy? Get *Field Commander*. Want *The Godfather* on the bus? Rip the DVD. **David Cook**

Cut the cut-scenes The cut-scenes look as good as the PS2 version, but go on forever and you can't skip them.

On the level **This wouldn't be a strategy game without (yawn) levelling up, so be assured that you can add to your health, speed, fighting skills and chins. (Not really.)**

PSM3 Verdict

***The Godfather* contains...**
Risk-lite strategy | No driving | Big guns
Hours of unskippable cut-scenes

Overall It's *The Godfather*, but smaller, more linear and bogged down by a wafer-thin strategy element. Forget it.

55

Bang bang Shooting bad guys isn't too tricky with the lock-on. Shame you can't move the camera properly to keep track of their movements.

Load of map Here's the territory map. Invade rival families' districts and make them Corleone property.

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PS2

Pub EA | **Dev** EA
Price £30 | **Release** September 22
Multiplayer 1-4

ON THE DISC
Watch out for next month's disc and see *Tiger* get mo-capped
DVD/PS3/Extras

Club mix *Tiger 07* is friendlier than ever. So much so that it pretty much lines up every shot and selects the right club every shot. Erm... thanks.

Tiger Woods PGA Tour 07

Fantasy island EA took to including 'fantasy' courses in the game in order to get the numbers up. These days there are more real ones than fakes.

When you're at the top of your game, the only view is downhill

KNOW IT NOW

- Sequel to the world's favourite golf game? ☑
- More players and courses than ever? ☑
- Tricky analogue swing system? ☑
- All-new 'gangsta supafly' mode? ☒

Call us nerds, but we find it interesting to see how much *Tiger Woods* has changed over the years. Interesting in two ways: firstly there's the increasing movement away from the game allowing you to 'be' one of the world's top golf pros (Tiger Woods, say) and instead 'be' yourself out there on the course. For the past few years you've not only been able to play while looking like yourself, but you can even tweak parameters to mimic your swing style. Secondly there's the obsession with shoehorning in more and more play modes in order to make the game seem anything like fresh. Once they would have just lobbed in a few more courses and players (and maybe smoothed out a few graphics glitches), but given that the game has contained the world's best courses and players for the past three years at least, they're in a real quandary come 2007. The fact is that they've pushed PS2 as far as it can go and are killing time while we wait for the PS3 game. Journey into the rough in *Woods 07* and you might find a ball you lost in *Woods 04*...

So they have to slice and dice what is essentially a very simple game into an baffling range of 'exciting playmodes'. And, as any good cat skinner knows, there's only so many ways that this can be done.

It goes without saying that if you've got last year's game then your decision to purchase this one is very much in trouble. Just as has happened with the *F1* series a lack of change to the sport itself combined with hitting the maximum possible from the hardware means that what's new here is purely superficial. *FIFA* has famously got plenty of room for improvement – *Tiger*, on the other hand, was pretty much nailed back in 2003.

So we've got last year's game with some 'new stuff'. New stuff that's so difficult to spot in the midst of all the old favourites that they've even had to mark the options with a 'New' notice just so you don't feel like you've sparked up *Tiger 06* by mistake. Nice of them, eh?

Par for the course

Tiger 2007 now contains an incredible 21 courses, including such PGA staples as the Four Seasons Resort Aviara, The Ocean Course at Kiawah Island, the Riviera Country Club and The K Club, the home of the Ryder Cup 2006. All look superb,

Tiger woods PGA Tour 07

"Golf should be about reading the course, not merely whether you can flick a stick"

Putt it away Always a major stumbling block in golf games, *07*'s putting does its best to convey green pitch and speed, but it's still too hit and miss.

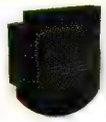
Tiger could Play as Tiger and you can feel his increased skill in-game.

though the engine that swings them around the screen is unchanged – like we say, they nailed this in 2003. Meanwhile, the create a golfer 'Game Face' feature is improved, though still has the same distinctive *Tiger Woods* look to everyone you make, and the commentary is as excellent as usual.

Wood you credit it

And they've even tried to improve the game too. Previously its been pretty easy to master Tiger's distinctive 'pull the stick back and bosh it forwards' method of club control. Now hooks and slices ping off your club more often and nailing the perfect drive (the combination of smooth, straight swing and brisk stick-pinging power) is harder than ever. Play as Tiger or any one of the 21 world class players included in the game, however, and things become a little easier. As for the game helpfully lining up every shot pretty much perfectly for you (meaning that you rarely have to change clubs or aim at all) well, the jury's still out. We'd prefer it if we could view the shot ahead, and choose our own target and club rather than have all the work done for us. Golf should be about reading the course and assessing risk, not merely whether you can flick a stick fast enough.

So – once again – it's a great package. There are new modes and an attempt at making the game feel different (even if it looks the same). PS3 *Tiger* will be brilliant, but in the meantime... **Daniel Griffiths**



Online on target They've finally got the online mode right too. Now you and three similarly equipped players can play a round together and have your results stored on a central leaderboard server. We'll definitely be trying this out for an online review sharpish.

Fave Feature

PSP Review

Tiger Woods PGA Tour 07

It's on PSP too y'know. But which version is best?

What have they changed?

At a glance, very little. EA have long been masters of the PSP engine and porting the full-size PS2 game over has obviously been a breeze for them. Further examination reveals the inevitable short-cuts, however. There are now just 11 pros on there and 12 different courses to play on. That said, it's not that much of a hardship. Most of the time you'll be playing with your own creation in the EA Game Face mode, which survives the PSP conversion trimmed down but still intact. And mastering 12 courses will take you ages – they may be 'tiny' but each can take an hour to play around.

Worth buying if you've got the PlayStation 2 version?

We'd say 'yes', incredibly. There's little new here (the Shooting Gallery is a nod towards a PSP-friendly mini game) but it is very much the perfect partner to the PS2 game. If you love the full-size version you're effectively able to continue playing and honing your skills on the move with the PSP version. Although, unfortunately, there is no direct link between the two – being able to start a tourno on one version and finish it on the other would be superb. Shame.

Better or worse?

Oh worse, of course. The analogue stick swing has always been a love it or hate it business and on PSP – thanks to the stick having all the throw and response of a currant – it's even harder to get good feel. Or rather, it's impossible to work out why some shots are brilliant, whereas others are rubbish despite you seemingly doing exactly the same thing twice. Good game, but one kept firmly in check by PSP's limitations.

63

PSM3 Verdict

***Tiger Woods PGA Tour 07* contains...**

50 real players | A monstrous 21 golf courses
Lots of new play options | A 'full' online mode

Overall The best golf game you can buy, but – as before – not significantly different from the last game. Hence...

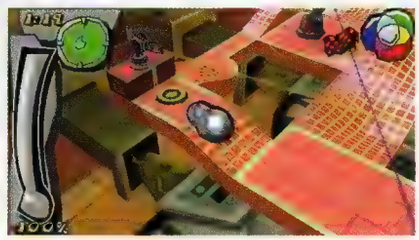
77

Pub Ignition | **Dev** Ignition
Price £30 | **Release** September 29
Multi-player 1-2

ON THE DISC
Enough *Meltdown* screens to bust your thermometer

Billy Blob Thornton Your runny mercury blob should fall off this rail, but it's been frozen into a solid mass by that cooler behind you. See?

Blob Hoskins Your blob is liable to slip off the edge of wonky angular floors – so be careful



Mercury Meltdown

Not so much 'bob the builder' as 'blob the tilter'... We'll get our coat

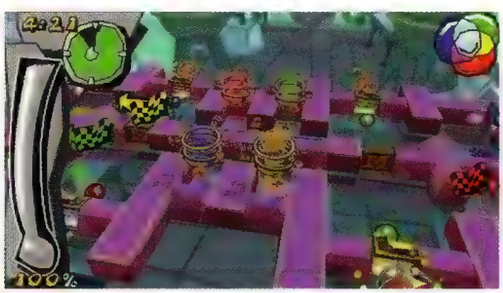
While it's not *Archer MacLean's Mercury Meltdown*, the moniker of the first game's lead designer is the only thing *Mercury* has lost. In pretty much every other respect, the blob-based puzzler has been supplemented and is all the more fun for it. And it was excellent the first time around. It's like getting a big meat pie – then covering it with baked beans. Something good is now just *that bit better*.

As last time, the aim is to guide your blob of liquid mercury around some obstacle-strewn courses to the exit. This involves splitting it up, sliding through paint sprays to change colour and open appropriately-shaded gates, while ensuring you don't lose too much of your mercury over the side – you don't control your blobs, see, you just tilt the environment to move them about, meaning precise control is the key.

The first thing to strike you like a meteorite between the eyes – though somewhat less painfully – is the graphical overhaul. Out go the dark blues, steels and greys of the previous outing, in comes a cel-shaded look that's more colourful than Ozzy Osbourne's swear book. It certainly looks ace and makes the game much more attractive. Occasionally, mind you, it's so colourful it can be hard to judge depth – the tiers of each level sometimes seem to merge together, fooling you into hurling your blob into the void rather than dropping it onto a handy ledge. That's not too often, though, but it'll make you sob like a baby when the looks serve to hamper the action.

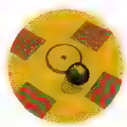
Blob-a-job

As for the game itself, it's much the same, but with new obstacles barring your blob's way to safety. There are patches of ice that speed you up and sticky patches that slow you down; a creature called Stan trapped in a cube – no, we don't get it either – whose path you can shuffle into to force him to roll in different directions and bump into switches to open doors. More? Coolers that turn your blob into a solid ball, meaning you can roll across rails without melting into the gap between them, and repulsors, which catapult you back in the direction you came from, near-uncontrollably. The repulsors are rubbish (adding an element of almost-total randomness to a game that lives and dies by the accuracy of tiny stick movements) but everything else feels like worthwhile additions to the challenge.



Blob Mortimer Numerous blobs, four colour mixers, lots of differently shaded gates... By this stage the early levels have trained you well.

Whyfore art thou, Rodeo?



There are five multi-player party games, including the likes of Racing, Rodeo – stay balanced on a narrow platform while a fan tries to blow you away – and a *Tetris* clone. They're not very good, though.

And it's great. Terrific fun, in fact, as much (if not more so) than the original, offering plenty of levels that are, at first, utterly bewildering. But then, as you experiment, they start to make sense, and you'll always get that satisfying sensation of smugness every time you beat a particularly tricky stage. If you own the last game you've kind of seen it all before, but anyone new to the series should certainly try this. It'll drive you elemental. (Like mercury, see? Mercury's an element and... oh, just buy it.)

David Cook

PSM3 Verdict

***Mercury Meltdown* contains...**
Liquid metal | Headache-inducing puzzles
Rubbish minigames | A man named Stan

Overall Yet another terrific PSP puzzle game. It's not quite *LocoRoco* or *Lumines*, but it's still a superior head-scratcher.

82

- Ultimate Game of The Year
- Publisher of The Year
- The One to Watch For 2007
- Retailer of The Year
- Soundtrack Award
- Online Game of The Year
- PC Game of The Year
- PlayStation Game of The Year

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- Xbox Game of The Year
- Nintendo Game of The Year
- Handheld Game of The Year
- Innovation Award
- The Sun's Family Game Award
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- bliss Girls' Choice Award

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Computer love The Tron and Pirates of the Caribbean levels are the least cartoony of the bunch and seem out of place. They're still ace though.

Square-Enix | PS2 | September 29

Kingdom Hearts 2

Simply, one of 2006's best games

Why such a small review for one of the best games of the year? Because we gave the Japanese version four pages in issue 73 and it would be madness to review it in as much detail again. But now we have the finished PAL incarnation, so it's worth mentioning a few key differences between this and the Japanese edition.

Most obviously, it's in English, which means we finally get the plot and understand everything. The impact this has on the game is self-explanatory, but the change in difficulty less so. The Japanese generally prefer their games to be easier, but we found *Kingdom Hearts 2* to be just the right side of challenging. The PAL version on the other hand is much more difficult, and some of the boss battles are nightmarish.

We Disney believe it

But tiny, pointless gripes aside, *Kingdom Hearts 2*'s a belter. The combat is smoother, slicker, more responsive, more streamlined, more fun and more exciting than ever, the visuals and voices are of such a high quality, it's like an actual Disney film and the new reaction commands – special moves pulled off by pressing △ at just the right moment during battles – are so epic and wonderful-looking, we almost chocked on our own testicles. It's like a *Final Fantasy* game, but with real-time combat, full of Disney and Square Enix characters and with shoot-'em-up minigames between levels. We just wish the exploration elements from the first game were kept intact. It's all a bit action-packed for our liking. But that's a minor gripe – just get it, will you? Even non-RPG fans will love it. **Andy Kelly**

Verdict

Colourful and joyous. A total must-buy.

94

Buzz: Junior Jungle Party

Sony | PS2 | Out Now

Now your kids can feel the *Buzz* too

With its simple challenge and the fact that the controllers turn everyone into a raging freak, it's amazing that we haven't seen more *Buzz* games. *Jungle Party* is more kiddie button-bash than pub-quiz, though. You play a cartoon monkey in a series of 40 undemanding minigames, including keepy-uppy, whack-a-mole bashes and memory tests. Our favourite is Lion Taming: hold the buzzer and put your head in a lion's mouth for as long as you dare, ducking out when the big cat tries to chomp your bonce off.

It's fun, but *JJP* is probably too kiddified for us. Worth a look if you've got sprogs. **Ben Richardson**

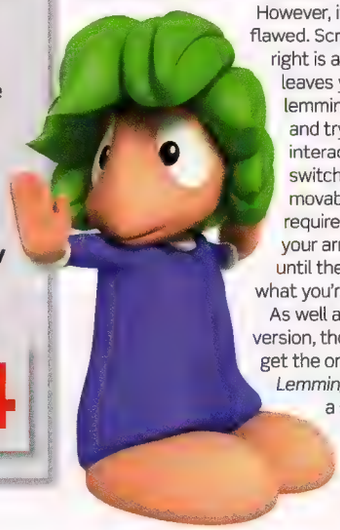
68

EyeToy: Lemmings

Sony | PS2 | Out now

The fate of these suicidal critters is – quite literally – in your hands

***EyeToy: Lemmings* is** perhaps the most ingenious idea for the EyeToy yet. Plug in your EyeToy camera and you can play a series of specially-designed levels putting your body between the tiny rodents and certain death. Raise your arms to shield them from falling rocks, cup them in your hands and carry them to safety, use your arms as a bridge or just thwap the poor mites from one site of the screen to the other. It's awkward at first – and white clothes stop it working properly – but it's a fresh twist on the old classic.



However, it's pretty flawed. Scrolling left or right is a chore that leaves your lemmings in danger and trying to interact with switches or movable rocks requires you to wave your arms about until the game 'gets' what you're trying to do. As well as the new version, though, you also get the original *Lemmings*, with only a souped-up 3D background added to differentiate it from the old classic. It's fun, but you'll spend more time with the new version – which is decent, but let down by technical flaws. **Nathan Irvine**

64

Bubble Bobble Evolution

Rising Star | PSP | Out now

Hubble, bubble, toil and trouble – the final four words are sickeningly accurate

With a big change to the traditional *Bubble Bobble* set up, *Evolution* is at least trying to live up to its name. There are now three screens to every level instead of one, and a lot more variety in the challenge. As well as the series' tradition of trapping enemies in bubbles you'll now be floating puzzle items across the three areas and popping bubbles to trigger switches. But *Evolution*'s bubble-popping action gets samey fairly quickly.

The item-based puzzles at least inject some thought to the mindless bubbling – a seed, for instance, needs to be floated on the right air current through a series of holes between the three areas. Find a flower bed, drop the seed in it and then burst a water bubble over the top to grow a plant, which helps you reach the next switch. But with some heavy load times, especially when changing between the two heroes, Bob and Bub, *BB Evolution* requires a lot of legwork for very little reward and it won't keep you entertained for long. **Dave Harrison**

53

Super-Bikes Riding Challenge

Black Bean | PS2 | Out now

The bikes are super and the racing is indeed challenged. 100% for title accuracy, there

Unless you leak petrol when cut or have a hunger for exhaust fumes, this motorbike racer won't spike your excitement levels. It's full of licensed bikes from Honda, Ducati and Yamaha and there's a superb sensation of speed but the realism-heavy racing – where leaving the track once can cost you the race – is as thrilling as climbing a staircase.

There are two options: build up a rookie biker in Career mode, earning experience and improving your abilities, or a race for silverware in Trophies mode. *Riding Challenge* has superb handling and you can shift your rider's weight around to improve control. It's not original – although it's done better than in *Tourist Trophy* – but it's simple and it works well. Even so, the emphasis on restrained racing makes this an unworkable and sterile ride. **Daniel Griffiths**

64

Reviews round-up

"The odd, the niche or the just plain crap – verdicts on the games you might not know about"

EyeToy: Play Sports

Sony | PS2 | November 3

Even sports like brass-knuckle boxing offer less chance of injury than this

By letting you play one-on-one with a friend, putting both of you right next to each other during some seriously physical, arm-flinging mini-games, *EyeToy: Play Sports* multi-player is a short route to a bloody nose.

The 'games around a game' theme is fun – you can score in a football match by winning mini-games, for example – and some tasks work well, like the punchbag-blatting Knockout Knuckles. But most games don't respond to much but wild flailing, so you're never far from a black eye. *Play Sports* doesn't lack imagination, but it's not worth the pain. **Ben Richardson**

59

Taito Legends Power-up

Xplosiv | PSP | October 6

Cutting-edge technology meets a load of knackered old plop – with 'hilarious' results

Like reading Zoo "for the articles", or 'enjoying' the music of Sandi Thom, people who play retro games are just fooling themselves. For future-fearing gamers, this collection of the once-great (*Space Invaders, New Zealand Story*), the never-great (*Legend Of Kage, Alpine Ski*) and the never-even-heard-of (*Crazy Balloon*) will tick all the boxes. But – whisper it – no matter how good the memories, almost all of these games are now rubbish. *New Zealand Story* just about holds up, kind of, but even so, there's no way you'd want to play it when you could have *Daxter* instead. **Daniel Griffiths**

46

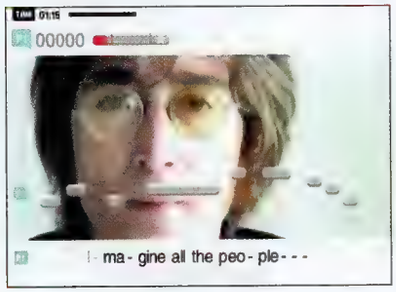
SingStar Legends

Sony | PS2 | December 1

***SingStar* gets back to its best – prepare to work those vocal chords**

This is the best *SingStar* in ages. Really. There's barely a bum note in all 29 tracks, with giant classics like The Jackson 5's I Want You Back and John Lennon's Imagine sandwiched next to floor-fillers (Aretha Franklin's Respect), Britpop (Blur's Parklife, although the actual vocal skill required to sing *that* is negligible to say the least), singalongs (Sam Cooke's Wonderful World), grunge (Nirvana's Smells Like Teen Spirit) and golden oldies (Elvis' Blue Suede Shoes). The game itself is unchanged – as are the flaws that reward mumblers – but if you love *SingStar*, get it. **Joel Snape**

81



Pilot Academy

Rising Star | PSP | Out now

Only slightly less difficult than piloting a fighter jet for real. We imagine

Imagine using a wet bar of soap to pilot a 737 through a hurricane and land on a runway only slightly bigger than a strip of bacon, and you'll know what *Pilot Academy* has in store for any budding handheld aviators. It's a game that will satisfy only masochists and super-skilled PSP pilots.

This is frustrating, because there's plenty of good in *Pilot Academy*, with pleasingly detailed aircraft and an engaging variety of action from both military and commercial missions (sightseeing tours, dogfights, bombing runs). But the game's difficulty level and slippery, twitchy controls means this flight sim will leave you crashing and burning. **Nathan Irvine**

79

Koei |PS2 | October 27

Disgaea 2

Prepare to give up your life completely...

Phantom Brave, Makai Kingdom, La Pucelle Tactics, Disgaea – all strategy RPGs by Jap developer Nippon Ichi, all very similar, all unsettlingly hard, all scarily in-depth, all old school 2D and, weirdly, all brilliant. Well, some more than others, but they're generally great, making even the 150 hour-strong *Dragon Quest* seem small in comparison. They're for 'hardcore' types, you see. People who like clicking through thousands of pages of stats, spending hours levelling-up their characters and scouring every inch of the screen for hidden items.

The isometric system

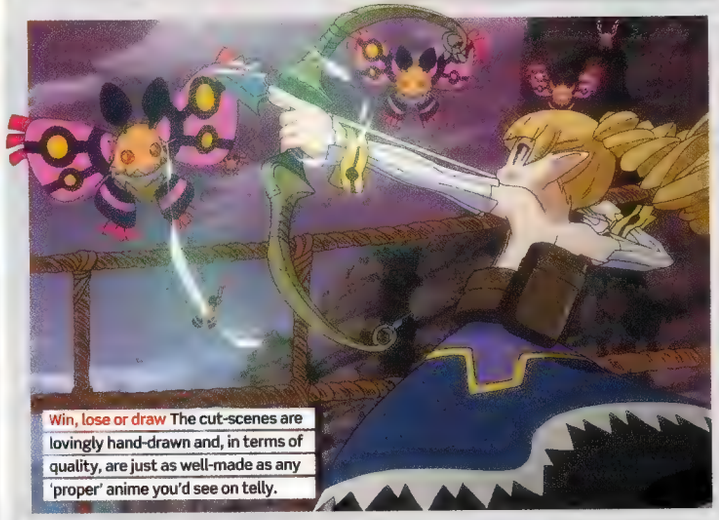
Like the last game, you control a group of characters on an isometric battlefield populated by monsters. It's turn-based and you use each go to move across the grid and attack. Your characters have different classes – be they healers, soldiers, mages or one of a dozen others – which you have to take into consideration when you move them, which is the basis for the strategy side of things. For example, you could send warriors to the front and keep healers at the back, allowing them to cast spells and fire their bows without dying and leaving your party in the lurch. That's the simplest example – there are hundreds of other factors to take into consideration as the game goes on, including specific areas of land that give the enemy a power advantage, raised and lowered ground and combo attacks. If two or more characters attack next to each other, they'll team up and deal much more damage than they would on their own. It's complex, certainly.

But even if you can handle the bloated strategy role-playing, the anime-style humour and voice acting might put you off. It's very self-referential – a good example being Laharl, the hero from the first game, coming back to stake his claim as the 'lead character' once more. *Disgaea 2* is a very, very good game, but only for those willing to dedicate a large chunk of their life to it. Hardcore types, basically. **Andy Kelly**

Verdict

A life-sapping, but very good, strategy RPG.

81



Win, lose or draw The cut-scenes are lovingly hand-drawn and, in terms of quality, are just as well-made as any 'proper' anime you'd see on telly.

PSM3 Recommends

The best games from the last few months

Lego Star Wars 2
Eidos | PS2
"Almost endless replayability, improved co-op and, most importantly, good old-fashioned fun. *Lego Star Wars 2* is cute, funny and hardcore."
PSM3 Rating 91%

Devil May Cry 3: Special Edition
Capcom | PS2
"Buy this and revel in the excellent design without suffering the horrendous difficulty that plagued the original. Be grateful."
PSM3 Rating 89%

Power Stone Collection
Capcom | PSP
"One of the best beat-'em-ups on PSP, with enough manic mayhem to brighten up any joyless miser's day. Fantastic fun."
PSM3 Rating 86%

PSM3 Awards

The highlights (and lowlights) of this month's reviews are...

Want it? Tick it!

Hi-Score Table

☐	Kingdom Hearts 2	p84 94%
☐	Pro Evolution Soccer 6	p30 91%
☐	FIFA 07	p78 84%
☐	Mercury Meltdown	p84 82%
☐	Disgaea 2	p85 81%
☐	SingStar Legends	p85 81%
☐	Ace Combat X	p72 80%
☐	Pilot Academy	p85 79%
☐	Just Cause	p64 78%
☐	Tiger Woods 07	p82 77%
☐	Reservoir Dogs	p70 74%
☐	Buzz: Junior Jungle	p84 68%
☐	EyeToy: Lemmings	p84 64%
☐	Super-Bikes RC	p84 64%
☐	Ridge Racer 2	p74 50%
☐	EyeToy: Play Sports	p85 59%
☐	The Godfather: Mob Wars	p80 55%
☐	Bubble Bobble Evolution	p85 53%
☐	Tatio Legends Power-Up	p85 46%
☐	King Of Fighters: NeoWave	p68 44%

EMAIL PSM3 @
Praise or kick our reviewers by writing to psm3@futurenet.co.uk

ON THE BLOG
Find out what we're reviewing next issue at: psm3mag.com

The award for best unlockable secret costume ever goes to... *Pro Evolution Soccer 6*

Get 5000 points and you can buy a *penguin suit* from the *PES* shop. Dress the England squad in them. Not so much three lions on a shirt as eleven penguins *in* a shirt...

PSM3
Depending on the team, costumes cannot be worn.
Suit you sir
You can unlock other animal costumes, including a range of dog heads to cover Rooney's face.
At Strip Selection, costumes can be selected.

Buyer Beware!

The games they're afraid to send us

WW1: Aces of the Sky Midas
Bombing around in rickety old bi-planes? Brilliant! Or not, because it looks really shoddy. Oh well.

Snake Attack Play It
We don't know what this is. Sounds a bit like Snakes On A Plane though, which is potentially a great thing.

Cue Academy Midas
We thought this would be like Fame Academy, but with snooker. But it's not – it's just pool. What a swizz.

Raceway: Drag and Stock Racing Play It
It's trannies versus Oxo cubes in the race of the century! Actually it's not. It's just a generic car racer.

Publishers tend to withhold review copies when they know their game stinks. Wait for our review, eh?

The most unscary thing ever award goes to...

Reservoir Dogs
OK, so they didn't have access to the real actors' faces, but this is 'shocking' in a totally different way. He looks half man, half *owl*.

The double-take timewarp cash-in award goes to...

Ridge Racer 2
We've never seen a sequel where so little has changed. New tracks look the same and even the *menus* are identical. Bandai? Banzai more like.

The upsetting in-game insults award goes to...

Just Cause
If you fail to land on the beach during the opening drop, your boss barks a set of two stock insults at you. Leave it. We're here to have fun!

Next issue of PSM3 is on sale October 26

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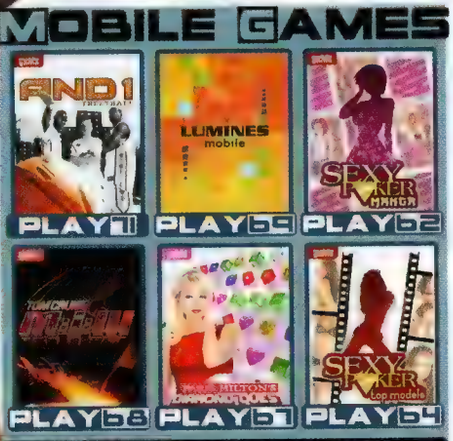

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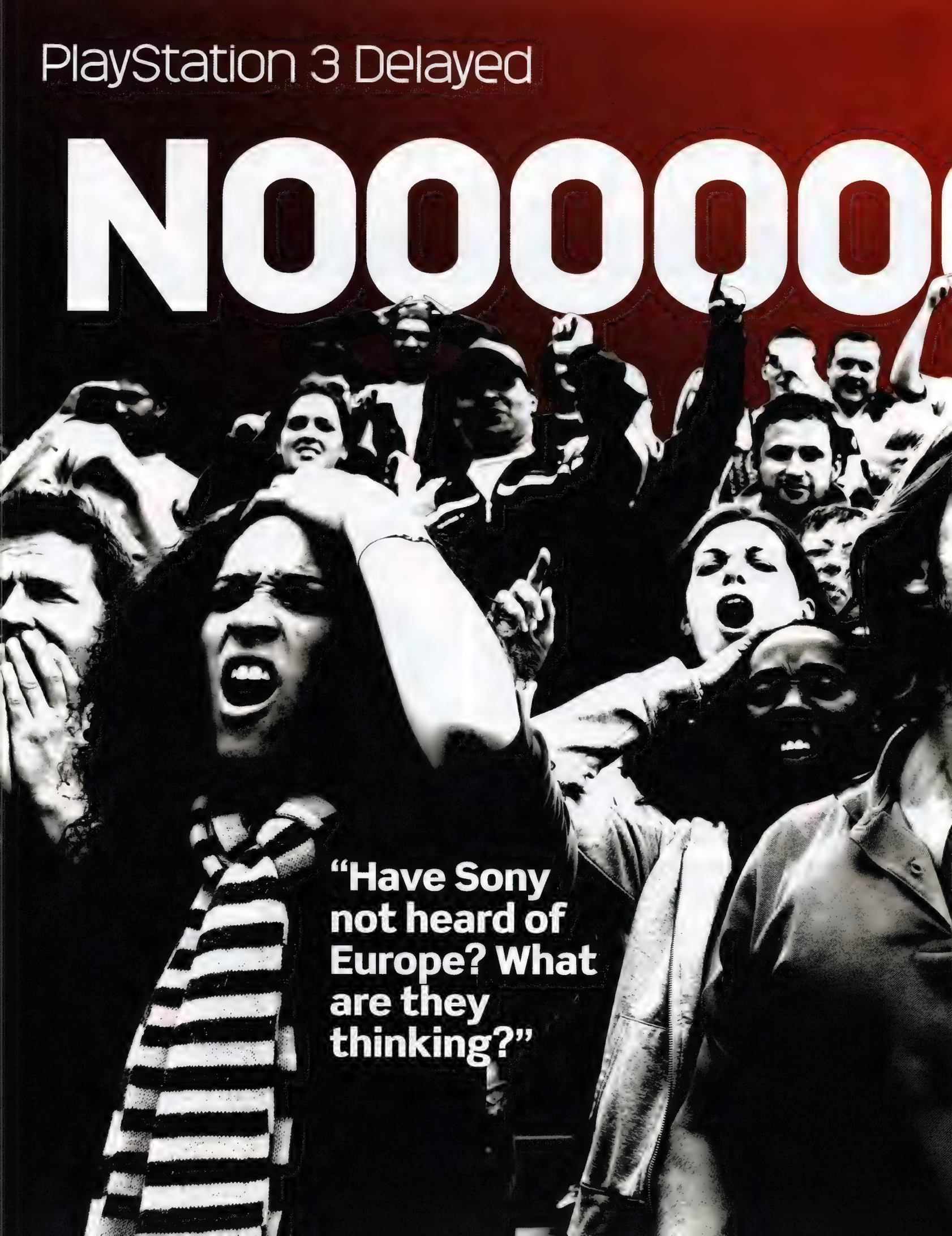
PlayStation 3 Delayed

NOOOOO



"Have Sony not heard of Europe? What are they thinking?"

OOOOOO!

PS3 won't be now be released in the UK until March 2007. We investigate why and, more importantly, whose ass do we kick?

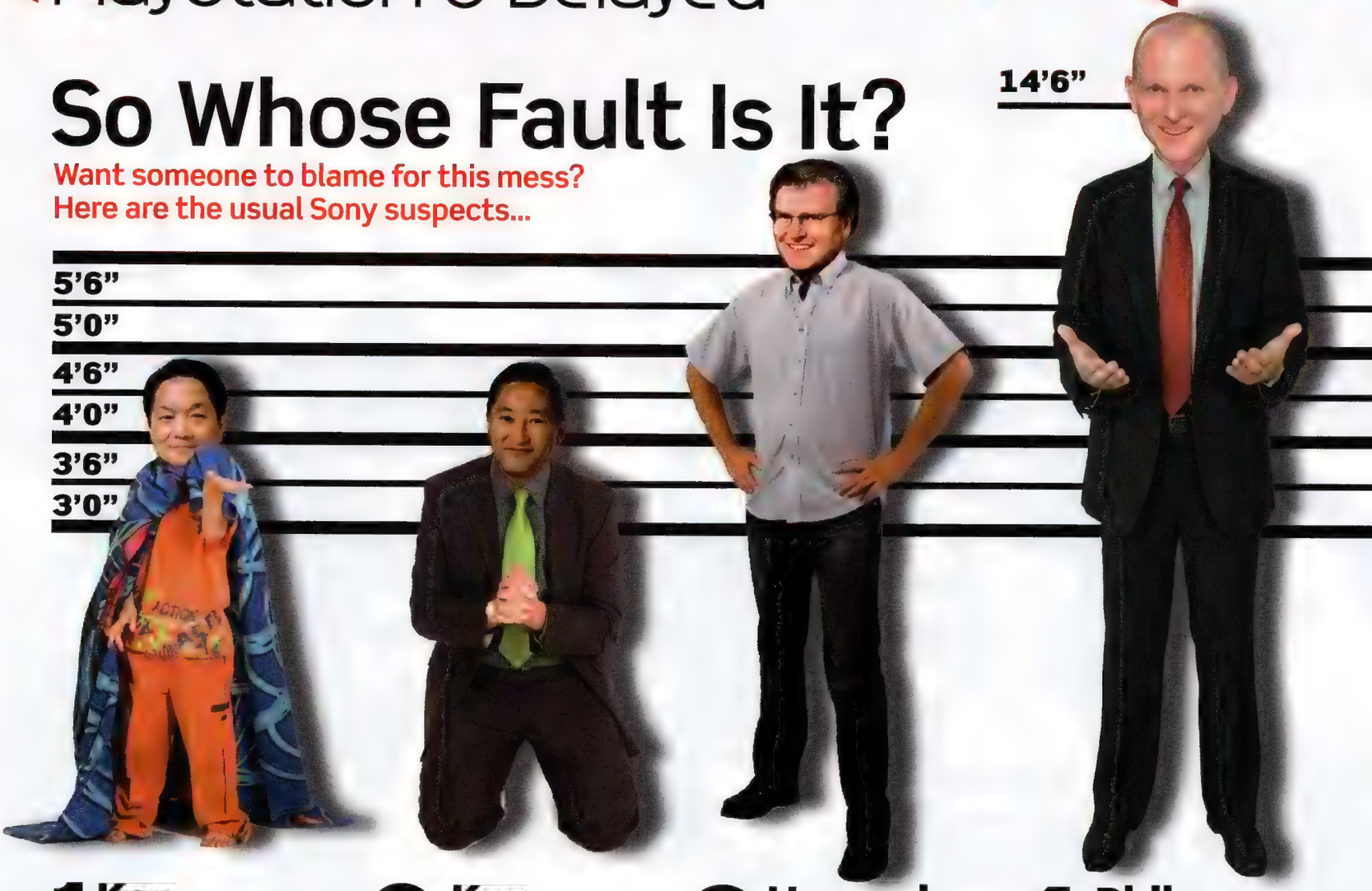
Picture this. Another lazy day in the PSM3 office as we count down to the launch of PS3. Rumours of pre-order schemes are bubbling. More and more games are confirming themselves as launch titles and... 'Scuse us, the phone's ringing... Yes... yes... NOOOOOO!

PS3 has been delayed in Europe. The official date is now 'March 2007'. We can't believe it. The UK's games PR, marketing and retail industries are in shock. Yet it's still full steam ahead for Japan and America, who'll be getting their PS3s on November 10 and November 17. What is going on? Have Sony not heard of Europe? What are they thinking and where do we go from here?

Allow us to fill you in with the facts. We're here to tell you what the delay actually means. We'll be telling you how to deal with it, who to blame and why it might not be a bad thing after all. Dry your eyes and read on...

So Whose Fault Is It?

Want someone to blame for this mess? Here are the usual Sony suspects...



1 Ken Kutaragi

Who hell he?
President/CEO of Sony Computer Entertainment.

Crimes?
He is the enchanted genius 'father of the PlayStation'. Whenever an envelope with PlayStation written on it is being opened you can bet that Ken isn't too far away to take the credit.

Guilty?
Ken's a tough taskmaster and by setting the bar sky-high for PlayStation 3, he's set himself up for disappointment. If Ken hadn't insisted on Cell and Blu-ray you'd be playing PS3 right now.

PSM3 sentence you to:
A two week long intensive anger management course, with lessons in 'basket weaving' and 'why frightening everyone into always saying yes isn't necessarily a good thing'.

2 Kaz Hirai

Who hell he?
President & CEO of Sony Computer Entertainment America.

Crimes?
Lovable Kaz isn't to blame here. He might be a bit of a buffoon but – like Rudolph Hess before him – he's "only following orders". Besides, Kaz's skill at holding things up and pointing at them makes him a vital Sony power player.

Guilty?
The words "worldwide launch spring 2006" came from Kaz's mouth so he has to shoulder much of the blame for our disappointment. Come on Kaz, you don't have to do what the big boys tell you all the time.

PSM3 sentence you to:
Write "I must not tell lies" 15million times on a Nintendo DS. And twenty hours studying Aesop's Fables – particularly the one about the boy who cried wolf.

3 Howard Stringer

Who hell he?
Chairman & Chief Executive Officer, Sony Corporation.

Crimes?
He's a nice Welsh guy but, by failing to embrace online business and delaying Sony's entry into LCD HD TVs, he's cost them millions.

Guilty?
The buck has to stop somewhere and by relying too much on a PS3 payday, Sony of recent years has lost out to ambitious upstarts. Who could have predicted that the iPod would be more popular than the Walkman?

PSM3 sentence you to:
Four weeks playing Xbox 360 on a Samsung LCD HD TV while listening to an iPod filled with non-Sony music.

4 Phil Harrison

Who hell he?
President of Sony Worldwide Studios.

Crimes?
Once upon a time he was famous for being really tall. Now he's better known as the duck-loving father of E3's 'giant enemy crab'.

Guilty?
Phil is in charge of all of PS3's games. He's the man that put *Genji* on stage at E3 2006. He's the guy who approved that fake *Killzone* footage. He's also the bloke that let Microsoft announce *GTA4* before Sony.

PSM3 sentence you to:
Six months intensive game playing, studying what's going on on rival consoles and remembering what makes a good game and what is actually 'giant crab's scrotum'.

Look! It's actually see through. Remember that Sony described PS3's as being available in 'clear black'? We can reveal that PS3 is actually *transparent*. Shine a bright light at it and you can actually see the fans and circuit boards inside.

Meet the Final Hardware

These brand new shots, released at Leipzig, show further revisions to the PlayStation 3 hardware – let's face it, if they're changing the design with two months to go then this project is in trouble. Here's the two main new additions explained.

Look! Two new lights. The latest hardware shots show that the PS3 has just acquired these two silvery notches on its front end. One is for power and the other shows the machine's state of readiness. Original? Nah, PS2 did exactly the same thing years ago.

5 David Reeves

Who hell he?
President and Chief Executive Officer, Sony Computer Entertainment Europe.

Crimes?
Rocking Reeves is famous for his bean-spilling, off-message blabs to the press. While Ken and Kaz are shiftable like granite, Dave will tell you that the PS3 can toast bagels if you promise to print a nice picture of him.

Guilty?
Question: Who said "The first PlayStation 3 units off the production line will be PAL units"? Oh dear, Dave, your attempts to be famous like Ken and Kaz have left you with fat egg all over your face again.

PSM3 sentence you to:
Standing in the corner with your finger on your lips... FOREVER!

6 Dave Diode

Who hell he?
The un-named mystery man in charge of Blu-ray's blue diodes.

Crimes?
Blue diodes don't just make themselves you know. Dave Diode (that might not actually be his real name) is in charge of making all the special 'blue diodes' that PS3 needs. Need a blue diode? Dave's your man!

Guilty?
Hell yeah. If the shortage of blue diodes *is* the reason that PS3 has been delayed in Europe then the man in charge of diodes needs his balls stringing up.

PSM3 sentence you to:
Death.

What should you do now?

Want a PS3? You have two distinct choices

1 Got loads of money spare? Go for it!

Now, in theory, PlayStation 3 is region free. That means that you COULD buy a Japanese or American machine and it WILL play UK games as and when they become available. It's the best of all worlds – you get PS3 in November.

Problems?
Getting hold of one of the 500,000 PlayStation 3's being released into the world in November will be next to impossible. Unless you're prepared to pay a deposit in a reputable Japanese or American store and are prepared to queue up and collect it at midnight (or are good mates with a guy from Sony Japan or America) then you can forget it. Of course, there will be a few machines making it out onto eBay and those for sale from smart game importers but the price of these will be astronomical.

And while the machine will play games (or should play games unless Sony choose to change something at the last minute), it won't play UK movies and may not work with your UK network/broadband. Hmm...

Predicted cost? £2000

2 Ah, you're the patient type, right?

Want a massive raft of reasons to wait until March? Have a look at that box over there. Buying an 'official' UK console means you're guaranteed to have a machine that'll work with anything you can buy on UK shelves and, if it ever was to go wrong, you have a UK warranty to fall back on.

Problems?
Waiting 160 more days...

Predicted cost? £425

PS3: The Story So Far

Witness the tortuous birth of PlayStation 3...

May 10 2005

PSM3 roll up at Sony's annual American 'pre-E3' press conference. Security is balls-tight. Places are hard to come by and we can only relax once our names have been crossed off the list and we're through the metal detectors. A two-hour wait ensues while gossip is of us seeing "something amazing". We can't wait.

Show starts. Sony go straight in with the PlayStation 3 announcement and over 20 games are shown with a cavalcade of stunning video (most notably *Killzone* which, while clearly 'target footage', still makes us gasp in awe). They show a logo – curiously like the Spider-man movie font – and even produce an (empty) 3 casing in three different colours: white, silver and black.

PLAYSTATION 3
The truth is here. Sony unveil PlayStation 3 and it's even better than we'd hoped. Welcome to the next level.
On May 16th 2005, Sony revealed PlayStation 3. Imagine the scene. Over 1,000 of the world's most important videogames figures, gathered on Sony studio's backlot, enjoying free food and drink while awaiting for the vast hanger doors to swing open to reveal PlayStation 3. [Check pens. Check camera. Check Dictaphone. Check trollies for any excitement induced soilage.] A little after 3pm the doors swung open. Hold on. We're going in...
It's all white. The room, the size of Westminster Abbey, has been decked out like the inside of Ken Kutaragi's brain. Or at least what we assume the inside of ken Kutaragi's brain might look like. Everything is white, with red and blue lights fading and mixing all around us. Ahead there is a low

Conclusion

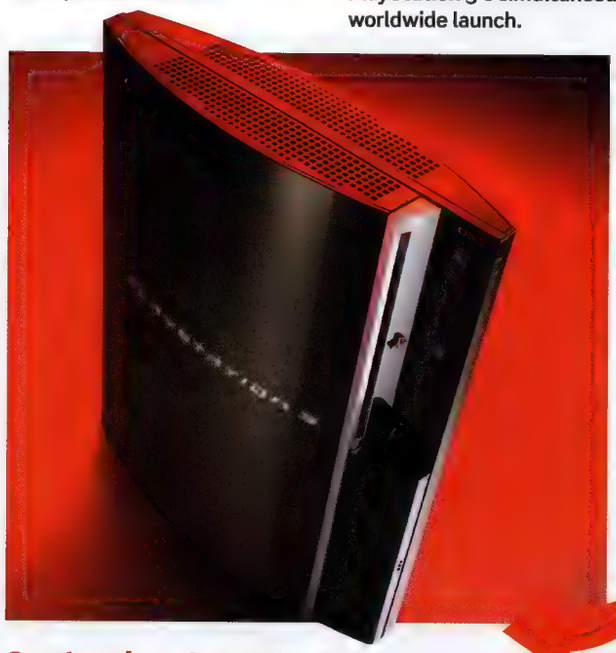
Sony rule the earth. On the other side of town Microsoft are showing 360 and it looks utter mup. And – best of all – we only have to wait until 'Spring 2006' for PlayStation 3's simultaneous worldwide launch.

Accelerator
SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT
MGS4 DAZZLES, PS3 NOT PLAYABLE
TOKYO GAME SHOW 2005
PS3 STORMS TGS 2005

September 22 2005

PSM3 roll up at the Tokyo Game Show, in... Tokyo. This is it. This is PlayStation 3's first outing on home soil.

Surprisingly, Sony use TGS 2005 to tell exactly the same story as they did four months earlier in LA. Sure there are new announcements (and a stunning live, real-time engine demo of *MGS4* by Kojima), but it's pretty much the same story.



September 6 2006

We've been watching November slide ever closer and while some games are coming on leaps and bounds, the chasm between 'launch games' and 'the rest' has been becoming increasingly pronounced. Something had to give and that happened on Wednesday September 6 when Sony issued a press release announcing a new launch date for PS3.

Conclusion

It's March 2007. We're gutted. You're gutted. We post on the psm3mag.com blog about how gutted we are. Ah well. Only 168 days to go...

Accelerator
SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT
AT LAST: SONY REVEAL FINAL PS3 HARDWARE, PRICE AND LAUNCH DATE
Great! Apart from the bit about the reduced system specs and it costing £425...
"HOW WOULD SONY TOP LAST YEAR'S E3? THEY DIDN'T. NOT EVEN CLOSE"
THE HIGH DEFINITION DIFFERENCE
"WE'RE PROMISED GAMES, MOVIES AND MUSIC – ALL DOWNLOADABLE"
DEMO NO-NO

March 15 2006

It's the E3 show 2006 – and pretty much one year exactly since Sony blew our minds with the first PS3 announcement. So why is everyone frowning? Thanks to a terrible choice of demo games, a blinkered view of the competition and some last-minute rip-offs of rival tech, PS3 fails to sparkle at E3. In fact, the small amount of playable code and lack of finished hardware set the rumour-mongers in motion. Surely this won't be ready for November?

Conclusion

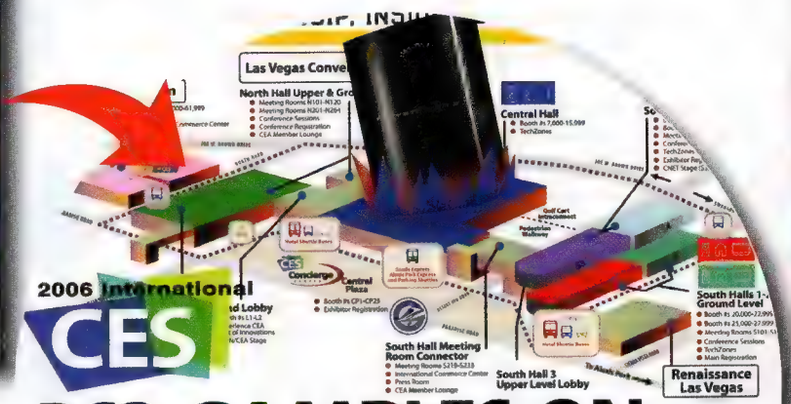
Sony had a terrible E3 2006 but that was only because expectations were so high after the previous years event. PS3 will find its feet, maybe not at launch, but soon after.

TOKYO GAME SHOW 2005
TAL GEAR SOLID 4:
NS OF THE PATRIOTS
e-rendered trailers – Kojima shows us what PS3 is *really* capable of...
"IT WOWED EVERYBODY. IT'S OFFICIAL – PS3 GAMES WILL REALLY LOOK THIS GOOD"
WHAT WE KNOW ABOUT MGS4...

January 5 2006

PSM3 roll up at CES, the consumer electronics show in Las Vegas. The talk has been of a second, knockout Sony punch here. After all it's been seven months since they showed PS3 in America in March.

Hmm. A huge Sony stand, a million HD TVs and lots of Blu-ray players from every manufacturer in the world in perspex cabinets but... not very much PS3 at all. There's one in a case and a video of game footage but... that's about it.



PS3 GAMBLES ON LAS VEGAS JACKPOT

Curse the God of time! As you read this we'll (possibly) be playing PS3 as Sony

Conclusion

Sony still rule. Shame there's nothing actually 'new' here though. 360 is out in a couple of months but who's going to buy one? After all PlayStation 3 is out in Spring 2006, right? Actually come to think of it that *Killzone* footage was fake, wasn't it? Damn it.

Conclusion

OK. It's round about now that we officially stop believing that the *Killzone* footage was real at all and worry a bit. Surely, if it's out in March 2006 they'd have showed something by now? We start getting used to a delay and pray hard that we'll at least still have one in time for Christmas 2006.

March 15 2006

Ken Kutaragi sheepishly rolls up at a hastily organised PlayStation Business Briefing 2006 to announce – officially – that PS3 has been delayed. It's now due November 2006 but – good news – it's *definitely* a simultaneous worldwide launch. No confirmation over the hard drive though. Will it be in the box or not? Ken and co remain cryptically evasive.

PLAYSTATION 3 HITS THE UK IN NOVEMBER!

PS3 is confirmed for November release in the UK – so why is everyone upset?

Tokyo, March 15th, 2006. A few moments after 3pm, SCE President Ken Kutaragi takes the stage at the hastily convened Playstation Business 06 to address a select audience developers and journalists. "It ear things up about the day," announces Kutaragi, w slides and several landscape of forever.

format, with all games on Blu-ray disks. The entire PSone and PS2 back catalogue will be compatible with PS3 (though expect the inevitable obscure drop out), and all games will be instantly re-rendered in hi-def. Imagine your dusty old *San Andreas* suddenly looking like the pin-sharp PC version. Now that's PS3 magic.

Sony expects to ship six million PS3's by the end of fiscal year 2006 (which ends on March 31st, 2007). That's four months after launch. Sony haven't confirmed the initial allocation, but claim a production capacity of one million PS3's a month. Using simple maths: you can work out that at best Sony can only have two million PS3's ready for launch worldwide.

Expect Japan to get the lion's share (say, one million, as Sony's home territory), then America, say, 750, 000 (the biggest potential market), that would leave only 250, 000 for *all* of Europe – so the UK allocation could be as low as 75,000. When

"UK ALLOCATION COU BE AS LOW AS 75,000 – THAT'S BEING OPTIM

you consider that Xbox 360 launched with only 50, 000, even that figure might be optimistic. Upshot? Don't expect to pick up PS3 on a high street shelf before Xmas – and if some do get through it's going to like Jingle All The Way out there...

Sony's online service, dubbed 'Playstation Network Platform', will o voice chat, matchmaking lobbies (fo online games) and a marketplace, users to download music, films a The basic service will be free –

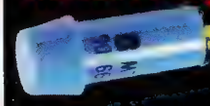
advantage speculat per

Conclusion

Thought so. While most media moans about 'PS3 delayed' we're actually delighted – at least PS3 is still 'worldwide simultaneous' and the shift to November isn't as bad as it could have been. Hey, let's run a 'PlayStation 3: UK November 2006' front cover! Brilliant!

So what went wrong?

Is this tiny piece of metal really to blame?



It's a simple manufacturing problem. Ken Kutaragi and his team conceived and designed the ultimate PlayStation. They decided – controversially – to include two radical new pieces of technology: the Cell chip processor and a Blu-ray disc drive, both of which are brand new, completely unproven systems.

Alongside this 'new' content are established technologies such as high speed memory, Wi-Fi and a custom-built extra-powerful version of Nvidia's cutting-edge graphics processor, to be known as the RSX.

Then there's the desire to match offerings from rival consoles and so we have to add a hard-drive built in and a wireless motion-sensitive fancy joypad.

With so many parts from so many different manufacturers something had to give and it turned out to be the special diodes used to produce the Blu-ray laser. It doesn't matter if all the other parts turn up six months early, even if they can't make enough 'on buttons' then the entire run is going to be delayed.

Perhaps it would be less annoying if the production problems were affecting the entire PS3 launch. Unfortunately for UK gamers, lucky punters in Japan and America are getting the machine as scheduled – November 10 for Japan and November 17 for America. They can make *some* machines, but not enough to feed Europe too.

So why is Europe the one to suffer? Because they have to launch in Japan (as that's where most of their money is tied up so they have to look good to the markets there) and, while Europe has 800million people (compared to 300million in America), America is a single country and Europe is – at the last count – 51 different ones. If you've got 400,000 PS3s lying around you'll sell them more quickly and more cheaply if you put them on sale in America rather than Europe. That, sadly, is a fact.

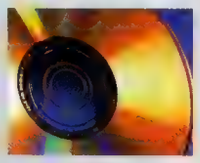
Sony b*lls ups: A grim lesson from history

We love Sony. But they don't always get everything right

Minidisc

Sony totally miss out on the emergence of MP3 and solid-state players by concentrating on ATRAC compression and a disc format that sounds worse than the one before it. Smart move.

Super Audio CD



It's even higher quality than CD! Sure, but can you actually *hear* the difference?

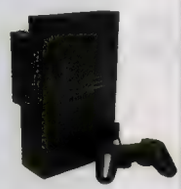
UMD discs

Sony planned on you buying your movies all over again and yet they let you rip your DVDs to memory stick – albeit in a process so convoluted it makes the interfacing of camels and needles a breeze.

PS2 hard drive

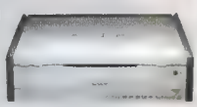
Sony went to all the trouble of putting a whopping great hole inside every PS2 and then they didn't even release the hard drive in Europe. Bang goes any notion of that much talked about PS2 download service.

PS2 online



Play games and download stuff to your... ah, we've just scrapped the PS2 hard drive. Still, at least you can surf the net... using that web browser we never released.

PSX



Take a PS2, add a DVD-R drive, a hard drive and make the whole thing white. And enormous. What do you get? It's PSX – a machine that did next to nothing in Japan and failed to earn a launch anywhere.

PSP

The jury's out on whether Sony's PSP is a success or not. Great games are still thin on the ground. We've only ever scored six games over 90% or above.

Delays? It's not all bad

Here are five reasons why waiting until March has its advantages

1 By the time it's out in March the games will be brilliant.

Right now PS3 is heading towards a date with doom. The machine may be ready (in tiny quantities) but the software is, by and large, lagging behind. Only third-party heavyweights such as *Tony Hawk's Project 8* and *Call of Duty 3* (both Activision games) are believably 'on track' – mainly due to them being developed for the Xbox 360 Christmas market. The games design work and construction is in the bag. Following close behind are high-profile first-party games such as *Resistance: Fall of Man* and *MotorStorm*, with the full weight of Sony behind them. Bringing up the rear is everyone else. Good news? Games such as *Half-Life 2* and *PES PS3* and even the stunning *Assassin's Creed* could become launch games for the UK.

2 More Blu-ray movies

Yeah, go buy a PS3 so you can play Blu-ray discs. And then drool over the 15 movies you can buy... If you can find a shop that has them. Sure, Blu-ray will replace DVD one day but that day isn't going to be November 17. It probably won't even by November 17 2007. Every day the launch is delayed is another Blu-ray disc on the shelves. Maybe come March there'll be a reason – other than games – to buy PS3.

3 1080p will actually exist

PlayStation 3 plays games and movies at 1080p resolution – the 'highest def' of the hi-def standard. Great, but next to no-one has got a 1080p TV. More worrying is that next to no manufacturer is even *selling* a 1080p in the UK as yet.

That's not to say that PS3 won't work just fine with your 'standard' TV and hi-def TV that you can buy for less than £1000 these days. The majority of these have a screen resolution of 1024 by 768 and will therefore play PS3 in its highly respectable (Xbox-equalling) 720p mode. However, in order to see the PS3 difference that Sony keep blathering on about, you're going to need 1080p.

And the March delay suits this scenario just fine. By March Sony will have launched their £2000 V2500 range alongside a batch of 'Full HD' models from every other manufacturer. Sure they won't exactly be cheap, but at least you'll be able to get one.

4 You'll actually be able to buy one

Just because America and Japan are getting PS3 before Christmas it doesn't mean that everyone there is guaranteed one. The incredibly limited numbers in both territories pretty much mean that Sony are going to be spreading more sadness than happiness this December with only 100,000 for the whole of Japan (population 125million) and 400,000 for America (population 295million). Ouch.

The March 2007 release could be a blessing. By then Sony will be up to speed and come launch day you'll be able to walk into a store and buy one without having to pay £1000 on eBay. Even if Sony did release PS3 in the UK in November, you might have had to wait until March to get yours anyway.

5 More time to save up

£425 is a lot of money. And £450 is even more. Whatever the final price of PS3, the longer you have to save up the better. OK, so we're clutching at straws here but you've got a far better chance of pooling all your Christmas presents and Saturday job savings into one £450 slush fund than expecting Mum to fork out on the big day.

1. When does the PlayStation 3 go on sale in the UK?

2. Will the PS3 do 1080p?

3. Can I play my old PS2 games on a PS3?

4. How can I be the first to get a PS3?

Text absolutely, positively any question you like to **82275**.
We text you back the answer.
Add **PSM3** to the beginning of the text then a space then the question.
First question costs a pound and the second is free. Add **PSM3** to each question to get promotional offer.

82ASK

Got a question? 82ASK it.
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Questions sent to 82275 (82ask) cost normal rate. Answers cost £1, reverse billed to your mobile phone. Terms and Conditions apply. please see www.82ask.com for details.

Browser

Selecting this month's best entertainment

ON THE DISC
Read our complete PS2 playlist featuring loads more games

PS2 Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
FOOTBALL	**PRO EVOLUTION SOCCER 5** **Pub** Konami | **Dev** Konami Dynamics **Web** pesfan.com "Goals still have to be crafted and worked for, which makes it all the more satisfying when you do net one." **PSM3 Rating** 93%	**WINNING ELEVEN 10** **Pub** Konami | **Dev** KCET | **Web** pesfan.com "Once you master the passing game, you'll be stroking the ball around like Arsenal at their most fluid." **PSM3 Rating** 90%	**FIFA WORLD CUP: GERMANY 2006** **Pub** EA | **Dev** EA | **Web** easports.com "Despite loads of ace touches, it just doesn't perform consistently. Still fun, though." **PSM3 Rating** 80%
	ALSO RECOMMENDED: FA STREET 2 71% | RED CARD SOCCER 80% | UEFA EURO 2004 70% | FIFA 2005 73% | AMBUSH | FREESTYLE SOCCER 72% | PRO 6 FOOTBALL 75%		
ADVENTURE	**ICO** **Pub** SCEI | **Dev** Team Ico **Web** icothegame.com "The saddest, most tragic story on PS2, but also an achingly beautiful one. *Ico* teases out genuine emotion." **PSM3 Rating** 93%	**SHADOW OF THE COLOSSUS** **Pub** SCEI | **Dev** SCEI **Web** shadowofthecolossus.com "Climb 200 foot beasts and plunge swords into their brains. An awe-inspiring experience." **PSM3 Rating** 91%	**FAHRENHEIT** **Pub** Atari | **Dev** Quantic Dream | **Web** atari.com/fahrenheit "Interactive thriller incorporating murder-mystery, horror and genuine drama. This is gaming gold." **PSM3 Rating** 87%
	ALSO RECOMMENDED: BROKEN SWORD 78% | LEISURE SUIT LARRY 80% | ESCAPE FROM MONKEY ISLAND 82% | [illegible] 80% | [illegible] 80%		
SURVIVAL HORROR	**RESIDENT EVIL 4** **Pub** Capcom | **Dev** Capcom | **Web** capcom.com/resevil4 "Every second of play feels polished to perfection, like a game that's been playtested for hours on end." **PSM3 Rating** 97%	**THE SILENT HILL COLLECTION** **Pub** Konami | **Dev** Konami **Web** silenthillheaven.com "Hours of quality adventuring and, if you're after scares, there's nothing else quite like it." **PSM3 Rating** 89%	**COLD FEAR** **Pub** Ubisoft | **Dev** Darkworks **Web** coldfeargame.com "Waves tear over the side of the ship, splattering the camera. It looks magnificent." **PSM3 Rating** 83%
	ALSO RECOMMENDED: RESIDENT EVIL: CODE VERONICA X 80% | OBSCURE 80% | [illegible] 81% | [illegible] 82% | [illegible] 86%		
ONLINE	**METAL GEAR SOLID 3: SUBSISTENCE** **Pub** Konami | **Dev** Konami **Web** konami.com "One of the best games ever, with excellent online options." **PSM3 Rating** 93%	**SOCOM 2: US NAVY SEALS** **Pub** SCEA | **Dev** Zipper | **Web** socom2.playstation.com "*SOCOM 2* is immersive, dramatic, exciting, detailed and absolutely worth hooking up to broadband for." **PSM3 Rating** 92%	**PRO EVOLUTION SOCCER 5** **Pub** Konami | **Dev** Konami | **Web** pesfan.com "Eminently playable, ridiculously detailed, horribly addictive, and even better than the real thing." **PSM3 Rating** 93%
	ALSO RECOMMENDED: EVERQUEST: [illegible] 70% | TIMESPLITTERS: FUTURE PERFECT 90% | BATTLEFIELD 2: MODERN COMBAT 82% | STAR WARS BATTLEFRONT 80%		
PUZZLERS	**FANTAVISION** **Pub** Sony | **Dev** Sony | **Web** playstation.com "Pump fireworks into the air, join them together and set them off. Stands up next to *Tetris*." **PSM3 Rating** 85%	**SUPER MONKEY BALL DELUXE** **Pub** Sega | **Dev** Sega **Web** sega.com/gamesite/smbdx "A *Marble Madness* clone except you're a monkey trapped in a ball – which is much better." **PSM3 Rating** 84%	**SUPER BUST-A-MOVE** **Pub** Acclaim | **Dev** Taito | **Web** n/a "Puzzle insanity that's super-slick, extremely addictive and easy to get into." **PSM3 Rating** 78%
	ALSO RECOMMENDED: PUYO POP FEVER 85% | KURI KURI MIX 78% | AQUA AQUA 71%		

Back issues
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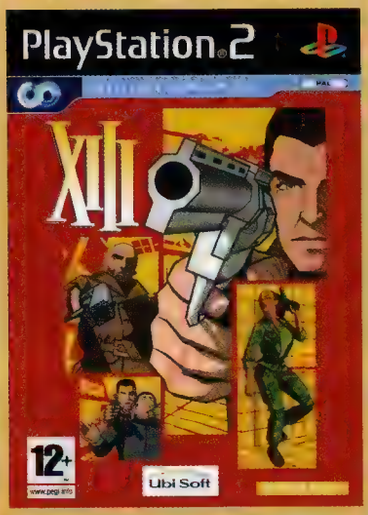
Unsung Hero

Why we shouldn't forget...



XIII

Pub Ubisoft | **Dev** Ubisoft
Web ubisoft.com

Were it to be suggested that creating a cel-shaded first-person shooter might not prove too popular with a public clamouring for more and more realism, well, that might be right. And if it were suggested that basing said FPS on a little-known comic might not see many copies sold? Well, that was *definitely* right. A little-known *Belgian* comic? Oh, now you're just being daft.

But that's what Ubisoft did, and while it might not have set the charts alight, *XIII* was a success both in gameplay and aesthetics. It was, almost literally, like a moving comic book – onomatopoeic words (y'know, like 'bang' and 'blam') would up as you fired, characters' death yells would be spelt across the screen as you felled them with your shots, cut-scenes were played out in comic book frames and the whole thing looked like the most attractive of graphic novels.

It played well, too, with a level of difficulty that perhaps belied its cartoony looks, and possessed a more than satisfying array of choice weaponry. Best of all, though, was the plot, which offered far more than just "all these men are evil – shoot them dead", (Are you listening, *Black?*), following the story of an amnesiac washed up on the beach with '*XIII*' mysteriously tattooed on his shoulder. Then, just to make things worse, he discovers he's wanted by the FBI for, erm, murdering the President. Talk about a bad day.

XIII ended perfectly poised for a sequel, but because so few of you bought it, it didn't get one. There's still time to rectify that, though. Go out, buy *XIII*, and maybe, just maybe, Ubisoft will make us a follow-up. Here's hoping.

EMAIL PSM3 @
And tell us about your fave Unsung Heroes.
psm3@futurenet.co.uk

PlayStation 2 Top 20

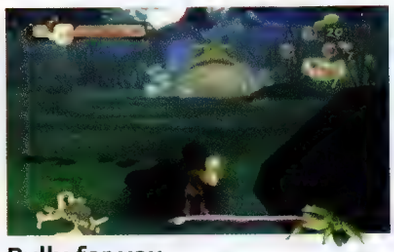
This month's big retail winners and losers

01	(01)	**Cars**	THQ **Reviewed** PSM2 78 70%	
02	(02)	**Pirates Of The Caribbean**	Ubisoft **Reviewed** PSM79 47% *Aaaarrrrr!*	
03	(03)	**Formula One '06**	Sony **Reviewed** PSM78 72%	
04	(04)	**Over The Hedge**	Eidos **Reviewed** PSM77 70%	
05	(18)	**Monster House**	THQ **Reviewed** PSM79 52%	
06	(06)	**Hitman: Blood Money**	Eidos **Reviewed** PSM76 93%	
07	(10)	**Buzz: The Big Quiz**	Sony **Reviewed** PSM74 76%	
08	(07)	**The Godfather**	EA **Reviewed** PSM73 75%	
09	(14)	**Championship Manager 2006**	Eidos **Reviewed** PSM75 43% *Rubbish!*	
10	NEW	**The Ant Bully**	Midway **Reviewed** PSM79 58%	
11	(11)	**FIFA World Cup Germany 2006**	EA **Reviewed** PSM76 80%	
12	(13)	**Tomb Raider Legend**	Eidos **Reviewed** PSM74 81%	
13	(15)	**Urban Chaos**	Eidos **Reviewed** PSM75 85%	
14	(19)	**Guitar Hero**	Red Octane **Reviewed** PSM74 90%	
15	(16)	**Super Dragon Ball Z**	Atari **Reviewed** PSM79 75%	
16	(12)	**Buzz: The Music Quiz**	Sony **Reviewed** PSM68 84%	
17	(20)	**Tourist Trophy**	Sony **Reviewed** PSM78 68%	
18	(18)	**Driver: Parallel Lines**	Atari **Reviewed** PSM73 79%	
19	RE	**Fight Night Round 3**	EA **Reviewed** PSM73 87% *Knockout!*	
20	RE	**X-Men: The Official Game**	Activision **Reviewed** PSM76 70%	

Want it? Tick it!

Making a pit stop

Lost amid lots of mildly uninspiring movie licenses is – yes! – a mildly unsurprising sports license. This year's *F1* is OK, but in need of some next-gen sprucing-up.



Bully for you

There's only the one new entry this month, and it's *The Ant Bully*. Come on, folks, there are good games out there. Buy those, not this dross.

Ride and seek

Tourist Trophy is showing astonishing staying power for what really is a niche racing sim. 'Niche' being another word for 'so-so', of course.

30,000,000

The number of PS3's predicted to be sold by 2011 according to market analysts, The Yankee Group.

You're playing...

Luke Nukem
We're guessing that isn't actually his real name, to be honest

1 **Psychonauts** "Because it's one of the most inventive games ever. I love the level in the fish's brain."
2 **Gran Turismo 4** "I had loads of cars, but the power went out while I was saving and I lost them..."
3 **Pro Evolution Soccer 4** "Just because my parents are too cheap to buy me the new one."

We're playing...

David Cook
The man, the legend, the hero... the typer of this sentence...

1 **OutRun 2006** "Quite frankly, it's the best driving game ever. Fact. Go and buy this. Now. Or else."
2 **Forbidden Siren 2** "Survival horror that's actually scary. Most disturbing intro ever, too."
3 **Pro Evolution Soccer 6** "A new *Pro Evo*'s always an event. Time to score more goals..."

They're playing...

Jonathan Smith
Development Director of Travellers Tales, the *Lego Star Wars* folks.

1 **Winning Eleven 10** "After hundreds of hours of play, every game continues to be different. A miracle."
2 **Guitar Hero** "Still trying to nail Bark At The Moon on Expert."
3 **Dragon Quest VIII** "A time-consuming beauty of a game. Just outstanding."

ON THE DISC
Read our complete PSP playlist

PSP Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
ACTION	**GTA: LIBERTY CITY STORIES** **Pub** Rockstar | **Dev** Rockstar | **Web** gtapsp..com "Forehead-poppingly frustrating at times, *Liberty City Stories* is still a colossal beaut of a game." **PSM3 Rating** 90%	**SYPHON FILTER: DARK MIRROR** **Pub** SCEE | **Dev** SCEA | **Web** playstation.com "*Dark Mirror* lets you attack missions and enemy grunts in a way that suits your style – which makes it fun." **PSM3 Rating** 88%	**PRINCE OF PERSIA: REVELATIONS** **Pub** Ubisoft | **Dev** Ubisoft | **Web** ubi.com/us/games "A straight port of *Warrior Within* that's impressive, but certainly flawed." **PSM3 Rating** 72%
	ALSO RECOMMENDED SPLINTER CELL ESSENTIALS 72% | MIAMI VICE 70%		
SHOOTERS/ SHOOT-EM-UPS	**SOCOM: FIRETEAM BRAVO** **Pub** SCEE | **Dev** Zipper | **Web** socom-game.com "*Fireteam Bravo* not only looks lush on the tiny screen, it handles like a dream as well. A seamless experience." **PSM3 Rating** 83%	**GRADIUS PORTABLE** **Pub** Konami | **Dev** Konami **Web** fly.to/gradius "A collection of five classic side-scrolling shooters, from *Gradius 1* to *Gradius Gaiden*. You'll be hooked." **PSM3 Rating** 79%	**TWISTED METAL: HEAD ON** **Pub** SCEE | **Dev** Incognito Inc **Web** playstation.com "Blast away the other cars with your big guns. Slick, vibrant and loaded with personality." **PSM3 Rating** 78%
	ALSO RECOMMENDED INFECTED 77%		
ODDBALL	**GITAROO MAN LIVES!** **Pub** Koei | **Dev** Koei | **Web** koei.co.uk "A rhythm action game with all the visual flair of a Japanese anime and the most eclectic soundtrack ever." **PSM3 Rating** 90%	**ME AND MY KATAMARI** **Pub** EA | **Dev** Namco **Web** katamari.namco.com "There are few experiences like rolling a sticky ball over a flock of penguins." **PSM3 Rating** 81%	**TALKMAN** **Pub** Sony | **Dev** Sony | **Web** playstation.com "A four-quid phrasebook is more value. But still a good way to practice your languages." **PSM3 Rating** 72%
	ALSO RECOMMENDED PASSPORT TO LONDON 65%		
PUZZLERS	**LOCOROCO** **Pub** SCEI | **Dev** SCEI **Web** locoroco.com "Guide your grinning sphere through various lands. Odd, entertaining and the happiest game there is on PSP." **PSM3 Rating** 93%	**LUMINES** **Pub** Sega | **Dev** Sega | **Web** luminesgame.com "Addictive, hypnotic, compelling and feels like it's taking place in the brain of a Japanese robot from the future." **PSM3 Rating** 85%	**MERCURY** **Pub** Ignition | **Dev** Awesome Studios | **Web** ignitionent.com "Each of the 72 levels presents a new problem. It's monstrously addictive liquid metal stuff." **PSM3 Rating** 85%
	ALSO RECOMMENDED EXIT 84% | [illegible] 72% | LEMMINGS 78% | KOKOMO 78% | [illegible] 77% | APE ACADEMY 85%		

Disagree with our choices? Write us an explosive mail telling us why we're complete idiots. Lob your word bombs at psm3@futurenet.co.uk. Subject line: "WRONG!"

Listen up Games with soundtracks to die for

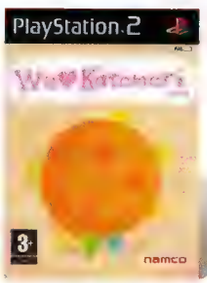
'80S

GTA: Vice City

Pub Rockstar | **Dev** Rockstar
Web vicecityradio.com

Discovering the treasures of the soundtrack is half the fun of any *GTA*, but this one just about edges out *San Andreas*' hip-hop heavy selection. Atomic? Billie Jean? Nice. Even A Flock of Seagulls' presence doesn't sully it.

PSM3 Rating 97%



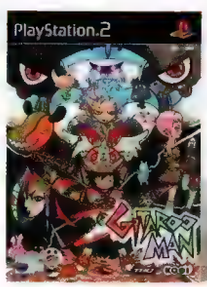
HAPPY

We Love Katamari

Pub EA | **Dev** Namco
Web katamari.namco.com

Put together by a host of Japanese composers, it's hard to describe how joyous tracks like Baby Universe and Disco Prince are, especially combined with the ace ball-rolling action. We love *Katamari* and we love *Katamari*'s soundtrack.

PSM3 Rating 87%



MENTAL

Gitaroo Man

Pub Koei | **Dev** Koei
Web Koei.co.uk

A hugely-varied, wonderfully daft range of tunes. Try Born to be Bone, played by guitar and xylophone-toting skeletons or a reggae song called Nuff Respect. It's done by a band called COIL, who we now hopelessly adore.

PSM3 Rating 79%

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Nice Apps

Trick up your console

Bed ache

£144

App Idiotic looking speaker-o-bed
Web consolesandgadgets.co.uk

Do you enjoy looking ridiculous while playing EyeToy games or *Dance Factory* or something? Wish your 'sitty-downy' games offered the same level of embarrassment? You're in luck. The Pyramat is, basically, a sun lounger full of speakers, which you plug into your TV. Just lie on your daft technobed and enjoy the sounds of your games wafting over you. Relax to the moans of Pyramid Head eating someone or the shrieks as Cash stabs someone in the throat in *Manhunt* – from a comfy horizontal base! 'Brilliant'.

We'll pouch for it

App Swish UMD pouch
Web playstation.com/signature

In PSM78, we reported on Sony's madly costly brand of 'lifestyle' gear. They're part of the Signature range, which now includes actual useful items which you might want, like these actually quite swish UMD pouches. They're still a tiny bit pricey at £18 quid each, but they're made out of crocodile hide, apparently. Far better than just jamming your games in your back pockets and breaking them when you sit down. Like we do.

£18

Fix them up

App PSP hand grip | **Web** tik-sang.com

We've all experienced the pain of PSP hand cramp, haven't we? Some of us even burst into tears like little girls when we feel that familiar uncomfortable ache. No more, however, with the Flexible Hand Grip. Just slot your PSP into it and you'll be able to hold your handheld much more easily. Now you'll be able to protect your precious fingers and be able to pick your nose after a gaming sesh without that cumbersome cramp ruining your fun.

£4.20

Love handles? Then you're going to love this.

Early Warning System

Your PlayStation release schedule

Game	Publisher	Out	Format	Want it? Tick it!
Kingdom Hearts 2	Square Enix	Sep 29	PS2	☐
FIFA 2007	EA	Sep 29	PS2	☐
Made Man	Mastertronic	Sep 29	PS2	☐
Tony Hawk's Project 8	Activision	Sep 29	PS3	☐
Mercury Meltdown	Ignition	Sep 29	PSP	☐
Gitaroo Man Lives	Koei	Sep 29	PSP	☐
Gun: Showdown	Activision	Sep 29	PSP	☐
NBA Live 2007	EA	Oct 6	PS2	☐
Ridge Racer 2	Sony	Oct 13	PSP	☐
Power Stone Collection	Capcom	Oct 13	PSP	☐
Sims 2: Pets	EA	Oct 20	PS2	☐
SingStar Legends	Sony	Oct 20	PS2	☐
Grand Theft Auto: Vice City Stories	Rockstar	Oct 20	PSP	☐
Metal Gear Solid 3: Subsistence	Konami	Oct 27	PS2	☐
Scarface	Vivendi	Oct 27	PS2	☐
Pro Evolution Soccer 6	Konami	Oct 27	PS2	☐
Final Fantasy XII	Square Enix	Oct 27	PS2	☐
Splinter Cell: Double Agent	Ubisoft	Oct 27	PS2	☐
Mortal Kombat: Armaggedon	Midway	Oct 27	PS2	☐
Family Guy	Take Two	Oct 27	PS2	☐
Marvel: Ultimate Alliance	Activision	Oct 27	PS2	☐
Destroy All Humans 2	THQ	Oct 27	PS2	☐
Need For Speed: Carbon	EA	Nov 3	PS2	☐
PlayStation 3 launches in America	Sony	Nov 17	PS3	☐
WWE Smackdown Vs Raw 2007	THQ	Nov 24	PS2	☐
Superman Returns	EA	Nov 24	PS2	☐
The Sopranos	THQ	Nov 24	PS2	☐
Phantasy Star Universe	Sega	Nov 24	PS2	☐
Silent Hill Origins	Konami	Nov 24	PSP	☐
Killzone: Liberation	Sony	Nov 24	PSP	☐
Football Manager 2007	Sega	Nov 24	PSP	☐
Hot Pxl	Ubisoft	Nov 24	PSP	☐
Brothers In Arms	Ubisoft	Nov 24	PSP	☐
Earthworm Jim	Atari	Nov 24	PSP	☐
Crisis Core: Final Fantasy VII	Square Enix	Dec 15	PSP	☐
Call Of Duty 3	Activision	Mar 17	PS3	☐
Warhawk	Sony	Mar 17	PS3	☐
Resistance: Fall Of Man	Sony	Mar 17	PS3	☐
Ridge Racer 7	Sony	Mar 17	PS3	☐
Tekken 7	Sony	Mar 17	PS3	☐

Caution: all release dates are accurate at time of press but liable to drastic change

Tony Hawk's Project 8

Although we've been telling you mainly about the PS3 version of *THP8*, we're very close to seeing Tone-o's latest in its PS2 guise. Can't wait.

Hot Pxl

Having played it, we're quietly optimistic about this 'yoof-themed variant on Game Boy's *Wario Ware*. Will it be a surprise hit? Maybe.

Call Of Duty 3

PS3 launch line-up uninspired? Well, yes – but *Call Of Duty 3* ought to more than make up for that. Shame we have to wait until next year to play it though.

eBay Going, Going, Gone PlayStation auction action

Sonic boxer shorts

SKIDMARKS

Imagine the scene: you're in a club. A lady catches your eye. You go back to her place, and after a while, you start getting 'romantic'. Until – disaster – you remember you're wearing those stupid Sonic boxers you bought on eBay. You tell her that you're gay to get her off the scent. She leaves. You're destined to spend your life alone. Hey ho.

Sold $9.99 **Original Price** $9.99
Profit $0

Official Ico book

DESIRABLE

Now this is what eBay is all about. This is the rare-as-dodo-droppings *Ico* art book, full of sketches of the characters and castle layouts from the greatest adventure game on PS2. There are also interviews with the blokes who made the game that reveal all sorts of secrets. A bit of a fanboy item, but one that we'd flog our grannies down the market for.

Sold £32.00 **Original Price** £99p
Profit £31.01

Dynasty Warriors action figures

Dynasty Warriors isn't terribly popular in this country, really, so trying to flog your *Dynasty* dolls on British eBay is probably a bit pointless – as the final selling price demonstrates. Still, the winning bidder can look forward to receiving models of Zhang He, Sima Yi (he's our favourite) and five others. The ladies are bound to be impressed. Maybe.

MEH...

Sold £2.70 **Original Price** £2.50
Profit 20p

ON THE DISC
Read Sony's ultra-lame PS3 delay announcement

PlayStation 3 The Facts

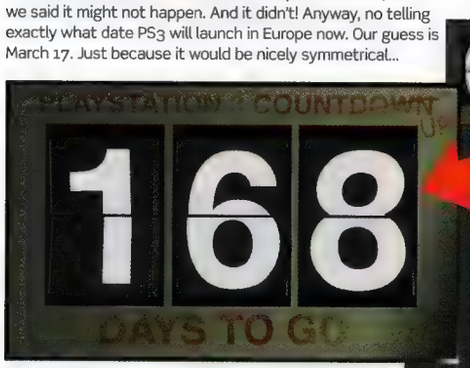
The latest facts and figures from the world of PS3

The price £425

The official Sony word on cost is 20Gb version = €499, 60Gb = €599. That converts to £339 and £408, but insiders (i.e. PSM3) are predicting that the 20Gb version will never make it to the UK and that £408 will (with a bit of Phil Harrison PS3 'magic') end up being £425. It's a figure that Sony are yet to deny and that everyone has already accepted.

The launch date March

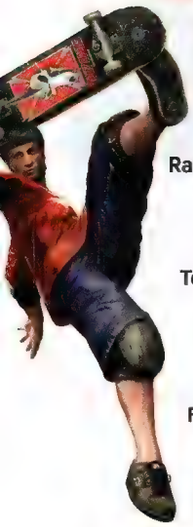
For one month only, it's the PS3 Count-Up! Sony said November 11 in Japan and 17 for America *and* Europe. Ambitious, and we said it might not happen. And it didn't! Anyway, no telling exactly what date PS3 will launch in Europe now. Our guess is March 17. Just because it would be nicely symmetrical...



The launch games

These won't be confirmed until the week before launch, but we're not afraid to stick our necks out and say the following titles will be out on day one:

LAUNCH LINE-UP PROBABILITY RATING



- **Call of Duty 3** ★★★★★
- **Fear** ★★★★★
- **Fatal Inertia** ★★★★★
- **Rainbow Six: Vegas** ★★★★★
- **Resistance: Fall of Man** ★★★★★
- **Tony Hawk's PS3** ★★★★★
- **Warhawk** ★★★★★
- **Singstar** ★★★★★
- **Formula 1 2007** ★★★★★

Watch this space for more games as they're confirmed.

How to get a PS3

The recent PS3 delay has shaken everyone up. All glimmers of UK PS3 pre-orders have disappeared. At the time of writing www.freemans.co.uk are trying to sell you a PS3 and two games for a £649.99 but we suspect this web page will hit the cyber bin by the time you're reading these words. Want to stay up to the minute, super accurate? Then check out www.psm3mag.com. The moment a legit pre-order system goes live we'll tell you all about it there.

Motion-sensitive controller

The new PS3 pad doesn't vibrate. Instead it can sense tilt and movement. Want to turn a corner? Just twist the pad. We've recently held it (again) and it's super-light – even lighter than the PS2 pad despite its extra innards. We approve. Shame about March tho'...

20Gb vs 60Gb

Will the 20Gb unit go on sale in the UK. Sony are yet to deny that it's on the way so there's still life in the 'ham-strung but cheaper' model yet. It has a 20Gb hard drive built in, the other PS3 has 60Gb, Wi-Fi, memory card slots, and an HDMI output. And the 20Gb could be £100 cheaper. If you just want games the 20Gb could be for you.

Blu-ray

PS3 plays Blu-ray discs – the brand new hi-def movie format that kicks DVD's ass. With Blu-ray players go on sale in November, or you can wait until PS3 in March.

Hi-def graphics

PS3 kicks out 1980 by 1080 progressive pixels at its top resolution and can barf them onto screens at 60 frames per second. Sony's *GT4* demo has proved it. This requires immense power, though, so expect early games to go for lower res (720p) instead.

True HD sound

Dolby Digital 5.1, and EX 6.1 and 7.1 sound great but PS3 can do better. It supports Dolby True HD too – the format that's an exact copy of a movie's cinema soundtrack. You'll need a £1000 amp to hear it though. Until then DD 5.1 will be just fine.

The HDMI controversy

Make no mistake – the 20Gb PS3 is hi-def. Its ports will support progressive component output for hi-def visuals, like Xbox 360. The 60Gb machine has a superior digital HDMI connector, but the results are barely noticeable on-screen, so don't worry about it.

PS3 specs appeal

	60Gb	20Gb
CPU	Cell Processor	
GPU	RSX	
Sound	Dolby 5.1ch, DTS, LPCM, etc. (Cell-based processing)	
Memory	256Mb XDR Main RAM, 256Mb GDDR3 VRAM	
BD/DVD/CD drive	Read only. Maximum read speed BD 2x (BD-ROM), DVD 8x (DVD-ROM), CD 24x (CD-ROM), SACD 2x	
Dimensions	Approximately 325mm by 98mm by 274mm	
Weight	Approx 5kg	
Communication	Ethernet x1, 1000BASE-T IEEE 802.11 b and g, Bluetooth 2.0 Controller Wireless (Bluetooth)	Ethernet x1, 1000BASE-T Bluetooth 2.0 Controller Wireless (Bluetooth)
Input/Output	USB 2.0 (x4) Memory Stick SD card Compact Flash Card	USB 2.0 (x4)
HDD	2.5" Serial ATA 60Gb	2.5" Serial ATA 20Gb

Got a PS3 question? Then we'll answer it. Send your next-gen console queries to: psm3@futurenet.co.uk. Subject line: 'PS3 question!'

Now Showing

Movies for your console

DVD New on DVD

The Simpsons: Series 8

Director Matt Groening | **Starring** Dan Castellaneta, Julie Kavner, Nancy Cartwright

Well, what's to say? It's series eight of the best TV show ever. Admittedly, this is where the Simpsons is recognised to have begun to slip a little, but it's still got some great episodes, especially the one in which Flanders gets put in an institution. Ace.

UMD selection

X-Men 3: Last Stand

Director Brett Ratner | **Starring** Hugh Jackman, Halle Berry, Ian McKellen, Famke Janssen

It's another pretty good X-Men movie, which is to be welcomed in these days of fewer and fewer UMD releases. A cure for genetic mutation is discovered and so it all kicks off a bit as the X-Men fight for their own survival. Expect lots of insane violence, big explosions and a few nice feelings in the trouser area whenever Halle Berry is on the screen in her catsuit. What better way to pass a long train journey, eh?

Blu-ray choice

Saw 2

Director: Darren Lynn Bousman | **Starring** Tobin Bell, Shawnee Smith, Donnie Wahlberg

The second of the excellently gruesome Saw movies sees the not-terribly-pleasant murderer Jigsaw lock a load of people in a room filled with nerve gas. In two hours, they'll be dead – and their only hope is that policeman Donnie Wahlberg can save them. So they're probably all going to die, then. Imagine how good the sickening mutilations of Saw 2 will look in hi-def, eh? Burned into your retinas, that's what they'll be. You'll never be able to get to sleep again.

PSM3 Tunes The music download spot

Death At The Chapel
The Horrors

Scary, noisy indie rock with added spooky organs. They're a bunch of arty-farty goth ponces, but we love this song to bits.

Get it: myspace.com/thehorrors

Young Folks
Peter, Bjorn and John

Lovely acoustic melancholia to warm the coldest of freezer-chilled hearts

Get it: myspace.com/peterbjornandjohn

Through The Fire And Flames
Dragonforce

A preposterous hair metal epic for those who like, say, Kiss. Or Europe, perhaps. Best rock name *ever* into the bargain.

Get it: dragonforce.com

Up For It
The Schla la las

This month's token jaunty all-girl indie song. Ace, it is.

Get it: myspace.com/theschlalalas

Wolf Like Me
TV On The Radio

Hypnotic grinding indie that worms into your head and stays right there. Definitely worth investigating. What with it being free. And everything.

Get it: myspace.com/tvotr

Meeting Paris Hilton
Cansei De Ser Sexy

Brazilian disco-funk that's most uncomplimentary about everyone's fave hotel heiress.

Get it: myspace.com/canseidesersexy

Tune-up Send us your music links and we'll stick 'em in the mag. Email: psm3@futurenet.co.uk. Subject line: "Music!"

Object of Desire

Treat yourself to the finest technology that money can buy

PSM3 BUY IT

Hitachi HD42PD9700 Hi-Def TV

If you haven't already, you should be thinking now about getting your hi-def telly. (OK, first you should ensure you've enough dough for your PS3, then worry about the TV.) And may we suggest this little (well, quite big – it's 42 inches) beauty, the – deep breath – Hitchachi Picture Master HD42PD9700. Wowzers.

Your games should look the absolute business on it, what with its Super IPS (In-Plane Switching) LCD and ALIS (Alternate Lighting of Surfaces) panels – which, basically, will make the lighting in your games look amazing. Think of just how dark the shadows in *Splinter Cell* will look on this baby – they'll be so black, you'll think you've gone blind! Possibly, anyway.

Your games should sound good too, because it's got ten speakers and two down-firing subwoofers. It'll sound nice than the crackle of bacon in a pan of a morning. So all you need now is a spare two grand. Get saving.

Tech Spec

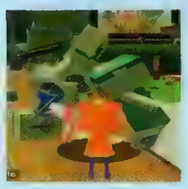
Price £2000
Features Super IPS LCD and ALIS plasma panels, down-firing subwoofers, 1400 cd/m2 light output.
Web hitachi.co.uk

Extended Play

Start

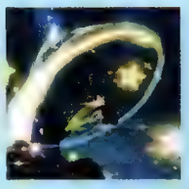
GENIUS

106 *MGS3: Subsistance*'s best Koj-genius moments
Our top ten glory shots from the latest '*Gear*.



EXPLOITS

110 25 best cousins in *We Love Katamari*
How to roll up Prince's best cousins in this insane ball-'em-up.



SECRETS

112 Kicking ass with Mickey Mouse
The squeaky-voiced rodent turns tough in *Kingdom Hearts 2*.

FACE-OFF

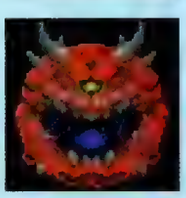
114 Stamp on Lily Allen's face.
The 'Smile' singer gets lamped by Trish Stratus in *Smackdown*.

ONLINE

116 Going online in *Burnout Revenge*
Why *Burnout* is one of PS2's most testing online games.

CLASSIC

118 Find your killer in *Shadow Of Memories*
Time-travelling insania from this overlooked adventure classic.



HOMEBREW

120 Play *Doom* on your PSP now
Get the classic first-person shooter for your handheld today.

NATION

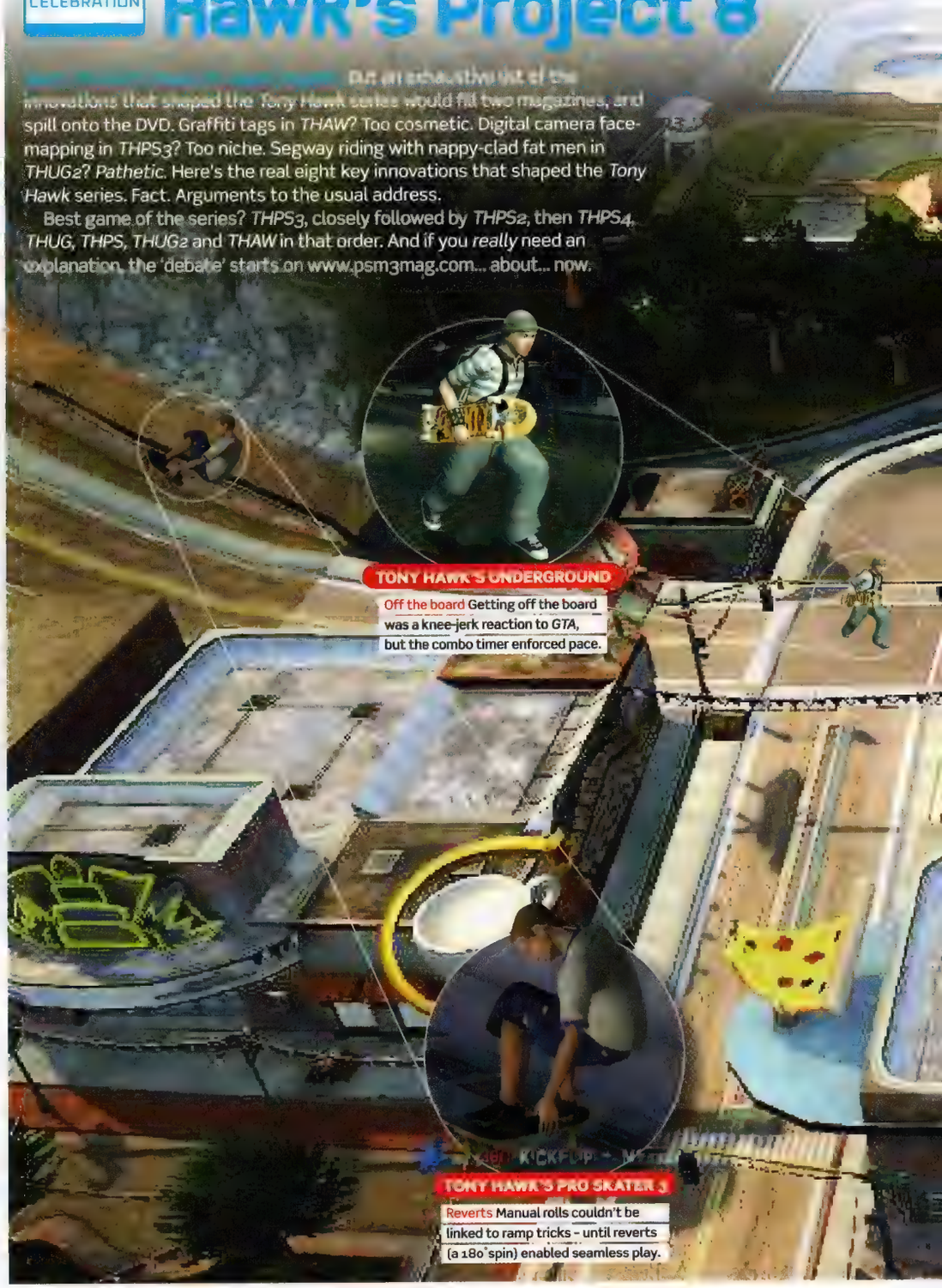
122 The real *Um Jammer Lammy* guitar
Man makes replica of axe from classic PSone game – people cheer.

PLAYSTATION CELEBRATION

Seven steps to Tony Hawk's Project 8

[redacted] Put an exhaustive list of the innovations that shaped the Tony Hawk series would fill two magazines, and spill onto the DVD. Graffiti tags in *THAW*? Too cosmetic. Digital camera face-mapping in *THPS3*? Too niche. Segway riding with nappy-clad fat men in *THUG2*? *Pathetic*. Here's the real eight key innovations that shaped the *Tony Hawk* series. Fact. Arguments to the usual address.

Best game of the series? *THPS3*, closely followed by *THPS2*, then *THPS4*, *THUG*, *THPS*, *THUG2* and *THAW* in that order. And if you *really* need an explanation, the 'debate' starts on www.psm3mag.com... about... now.



TONY HAWK'S UNDERGROUND
Off the board Getting off the board was a knee-jerk reaction to *GTA*, but the combo timer enforced pace.

TONY HAWK'S PRO SKATER 3
Reverts Manual rolls couldn't be linked to ramp tricks – until reverts (a 180˚spin) enabled seamless play.

Evolved from... the slow motion Focus mode in THUG2, and inspired by the Matrix-style close ups of modern skate videos, Nail a Trick mode lets you control your rider's feet directly with the analogue sticks and perform manual kickflips, spins and rotations. It's implausible, but rooted in real-life flatland trickery performed by skaters like Rodney Mullen, so we approve.

Evolved from... the free roaming objectives of *THPS4*, where you skated up to people to collect tasks in any order you liked, rather than the ticklist approach of previous games. *THP8* offers the same flexibility, plus bonuses for impressing pedestrians as you skate past, and tasks where you need to amass groups of onlookers.

Evolved from... the standard Balance meter from *THPS* and *THPS2*, plus the improved animations of *THPS3*. Skaters now have unique animation frames which are 'blended' in real-time to reflect their balance. When you're teetering to the left on a grind, you can actually see it. Superb.

Evolved from... every *THPS* game ever. *THP8*'s huge free roaming world (pictured below) integrates classic levels from the series like *THPS2*'s School, *THPS3*'s Suburbia and *THPS4*'s College into a seamless new world.

Evolved from... the 'classic' skater focus of *THUG2*, featuring street legend Natas Kaupas, *THP8* combines the amateur skater-building appeal of *THUG* with regulars like Hawk, Rodriguez and Mullen for maximum appeal.

Evolved from... the Freakout mode of *THUG2*, now you earn combo points for maximising your post-bail injuries.

Evolved from... the steep banks of *THPS2*'s Mall, *THP8* is all about speed.

TONY HAWK'S PRO SKATER 4
Spine Transfer Seamless combos? Spine Transfers between ramp curves removed the fiddle factor.

TONY HAWK'S UNDERGROUND 2
Jackass AKA Tony Hawk loses its way – demographic-pandering madness for mass market appeal.

TONY HAWK'S PRO SKATER
Combos *SF2* fans may disagree, but *THPS* redefined the art of linking moves into combos.

TONY HAWK'S AMERICAN WASTELAND
Bikes When the world's biggest skater is mixing it up with bikes, it's time to start again.

TONY HAWK'S PRO SKATER 2
Manual Rolls Why let combos stop when you hit the ground? Manual rolls blew the scenery wide open.

Pub Capcom
Dev Capcom
FYI PS2 | 2005 | PSM57 97%
The third in the *Metal Gear* series is the best yet, and even better than we expected it to be. Exciting, emotional and barking mad – brilliant.

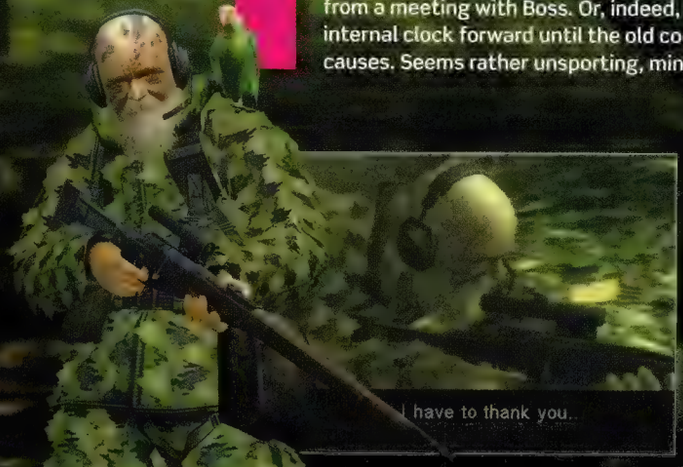
10 most mental bits of Koj-genius in Metal Gear Solid 3 Snake Eater

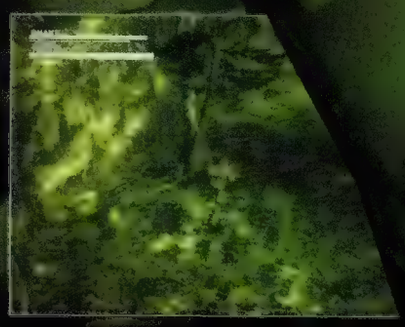
Joel Snape

PLAYSTATION GENIUS

1 MURDERING THE END

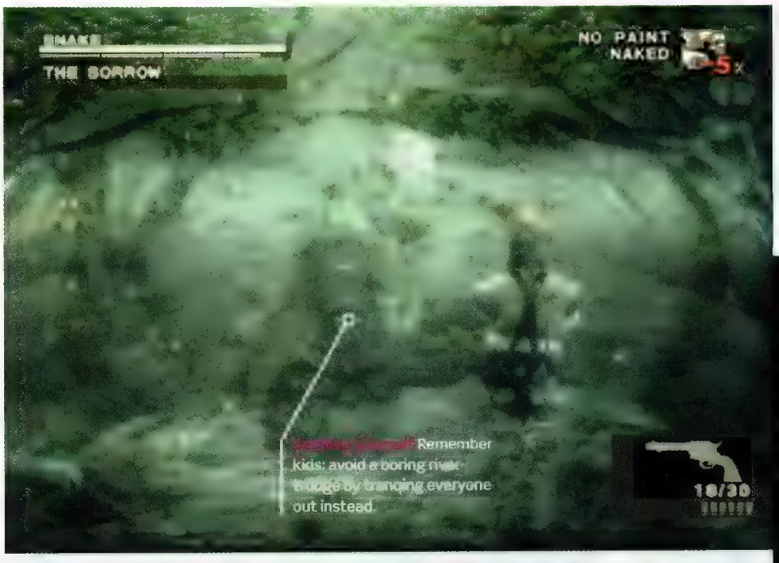
He might be a geriatric, but he's also the best sniper in the world with a couple of acres of jungle to hide in so beating The End seems like a tricky proposition. Or, at least, it does until you realise that you can take him down early by simply shooting him in the back of the head as he's wheeled away post cut-scene from a meeting with Boss. Or, indeed, by revving the PS2's internal clock forward until the old codger carks it from natural causes. Seems rather unsporting, mind.





GameAmmo

"Complete the game with no alerts to earn stealth camo"



3 WHAT A LOT OF OCELOT IT'S GOT

Before Ocelot joined forces with Big Boss he was a cocky, gun-juggling mentalist and there's plenty of opportunity to mess with his head. In the first fight with him, you can throw snakes, drop beehives on his head or beat him in a gun duel. The best bit, though, sees him challenging Snake to play Russian roulette on a speeding plane. The tension mounts, your palms sweat, you don't know which gun you should pick... and then it turns out that, actually, you're only firing blanks and it's all been a bit of a larf. How very... heartwarming.

2 FEELING THE SORROW

How do you fight a man who's already dead? You don't – you just trudge through a carnival-sized parade of all the people you've already stabbed, throttled or shot until you get to his corpse and steal his camo. All you have to do is die – then take the 'Revive' pill – but there's something tragic about wading up a river of ghosts to do it.

SNAKE
BLACK TIGER STRIPE
EVASION
57.54
It's technically possible to find these little scuffers on the first run. But it's easier with the Patriot.

4 SHOOTING FROGS

Once the game's over, the fun stops, right? Well, not really – with a sackful of outfits and the vicious Patriot gun in hand, there's no better time to hunt down the 64 green frogs scattered throughout the game. Listen very closely and you'll hear them ribbit – get the whole lot and you earn a very special camo...

5 WEARING THE POO SUIT

Yes, the idea that Snake's carrying a backpack full of bespoke sneaking outfits is ridiculous enough – but this fan-designed camo takes the whole thing a step further. The 'fly' camo – get it from the bathroom in Graniny Gorki – makes you smell so bad that some guards simply won't come near you... and comes with a beautiful tessellated turd design.

Seen but not turd
Amazingly, reeking of bum-log deters real-life guards too.

ON THE DISC
See the latest trailer for *Metal Gear Solid 4*

It's not even Dutch-strength! These guards're obviously starved of quality niff.

7 EATING A BUNNY RABBIT

Snakes, gators and rats seem like fair game – but you have to be a special sort of callous to munch down on these doe-eyed little beauties without feeling a little twinge from your conscience. Hurrah, then, for Kojima's 'buyer's remorse' option – twirl Snake around in the camo viewer and he'll be violently sick. Are those fur chunks?

Bunny boiler Look at his little face! Still, if it's that or eating a skinned rat...

6 LAYING A BONGO TRAP

OK, so it was in *Metal Gear Solid 2* as well, but still, there's something about breaking the GRU soldiers' iron discipline with a series of carefully-placed spangle pamphlets that never gets boring. Watch them drop to their knees, then drag them to their feet and interrogate them while they're still drooling over artful Japanese glamour shots. Then give them a tranquiliser dart in the groin to calm them down.

9 STAND UP STRAIGHT, SOLDIER!

Christ knows what military discipline is normally like in the GRU, but it must be fairly vicious to let you get away with this. Once you're disguised as Colonel Raikov, guards will stand to attention whatever you do – even if you punch them in the spuds. What's weirder is the lack of protest, apart from a whimpered '?', they don't even question you, simply wrenching themselves back into a shuddering salute to awaiting another thudding jab to the babymakers.

8 HIDING IN THE FLOWERS

Snake Eater's final fight is one of the most beautiful, ethereal moments in all of gaming – former lovers Snake and Boss go at it hand-to-hand in a field full of gently swaying flowers, knowing that one of them's going to have to die or they'll both be obliterated by bombs. It's one of those heartbreaking segments that all too few games seem capable of.

10

THAT'S NOT RAIKOV...

Getting carried away mashing guards' sweetbreads into paste? Sadly, the genital punishment door swings both ways. Though Raikov's disguise fools everyone else, the 'special' relationship between the foppish-haired simp and Commander Volgin makes him a difficult man to fool – and sensing something amiss, he checks out your credentials the only way he can be sure... by grabbing them in one vice-like mitt. Ow.

The ones we didn't pick...

The ten-minute ladder climb
After spending an hour fighting The End, you have to spend ten solid minutes climbing the world's biggest ladder to the gentle strains of the *Snake Eater* theme. Classic Kojo, and strangely beautiful.

The crocodile hat
Crouch with this strange hat equipped and chances are a guard will think it's a real croc and dash away in terror.

Read PSM2
There's a copy of PSM2 lying in the coffee room in the scientists' base. You can shoot it and see inside. If you like.

Burn leeches off
Like a real action hero, Snake singes leeches off his flesh with a cigar.

EMAIL PSM3 @
Disagree with our choice? Then send us your picks
psm3@futurenet.co.uk

ON THE DISC
Lots of rolly Katamari goodness to get on with.

Roll up the rarest items and cousins in We Love Katamari

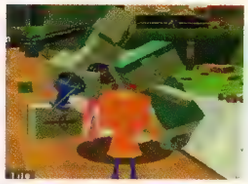
Andy Kelly

PLAYSTATION EXPLOITS

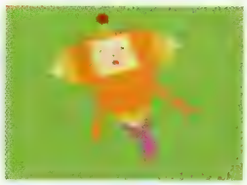
EMAIL PSM3 @
Want a game exploded in ludicrous detail? Tell us.
psm3@futurenet.co.uk

Pub EA
Dev Namco
FYI PS2 | 2006 | PSM69 82%
The second *Katmari* game ever made, but the first to be released in the UK – and by EA of all people. The addictive roll-'em-up features simplistic arcade gameplay and some of the most creative and bizarre visuals we've ever seen. A classic, but not for everyone

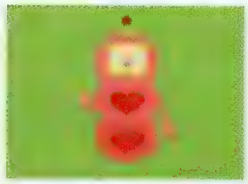
CHARACTER COLLECTION The 25 best cousins



There are a total of 43 cousins to collect in *We Love Katamari*, but here are 25 of our favourites. To control an unlocked cousin, walk up to them on the select meadow and press ⊗. The only cousin you can't control is Angel.



Find cousin... Ace
Find him Tutorial stage
An orange-coloured cousin with a spike for an ass. Sometimes he'll be flying around, so you'll probably have to throw yourself from a height to catch him.



Find cousin... L'Amour
Find her Cleaning lady's stage
The cupid of the family, L'Amour's hearts change shape whenever she gets a couple together. She's lying in the middle of the floor, so you can't miss her.

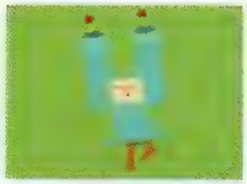
Find cousin... Angel
Find him Tutorial stage
This pale-faced cousin is a long-lost ancestor of the Prince. You can use the wall-climb ability to reach him. He likes to hang out with other ghosts in the level.

Find cousin... Beyond
Find him The zoo stage
This cousin is a strict vegetarian who only eats fruit and vegetables. You can find him perched atop the lookout point. His weird body is shaped like a zucchini.

Find cousin... Colombo
Find him The zoo stage
Covered in a thick brown fuzz, Colombo's at a loss on what kind of haircut to get. You can find him down in the swamp riding on the backs of the alligators.

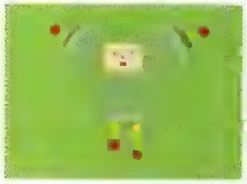
Find cousin... Daisy
Find her The cowbear stage
A second cousin whose pink feet shoot out milk. She's being chased along the racetrack by a group of bears. Get in front of her and let her run into you.

Find cousin... Dipp
Find him Studying kid's stage
You can find this sparkly cousin dancing among an enormous swarm of fireflies. He gets carried away easily when he's dancing, making him an easy target.



Find cousin... Foomin
Find her The old lady's stage
A blue cousin with two large heads. Foomin will be dancing in the park next to a pond and a giant mushroom. She's small, making her easy to pick up.

Find cousin... Honey
Find her Candy kids' stage
This pink-tinted cousin messes up absolutely everything she does when people are watching her. You can find her in the outskirts by the cookie trees.



Find cousin... Huey
Find him The school stage
A timid cousin who's always worried about other people. He's near the starting point, but you need to select the 'as fast as possible' challenge for him to appear.

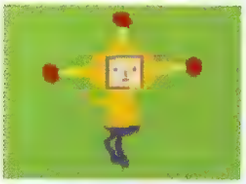
Find cousin... Ichigo
Find her The flower garden
This cousin ate so many strawberries, she actually turned into one. She's riding around the upper area on a deer's back. She's surprisingly big, so grow a bit first.

Find cousin... June
Find her The cloud stage
A cousin who's happy even when it rains. She's between two guys made of clouds playing with a skipping rope. She's easy to miss so look for her distinctive blue spots.

Find cousin... Jungle
Find him The baby's stage
Cousin Jungle can be found riding on the back of a coelacanth in the crocodile pond. He's good at blending in and his body is made up of different textures.

Find cousin... Macho
Find him Rainbow girl's stage
The upside-down triangle shape of Macho's body makes him look strong. You can find him riding around on the back of a crayfish under the large dining table.

Find cousin... Marny
Find him Underwater stage
You can find Marny hitching a ride on the back of a giant manta ray. He pretends to be a shell at the bottom of the sea and lives on the ocean floor among the crabs.

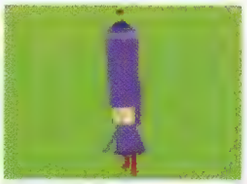


Find cousin... Miki
Find her The old lady's stage
She's easy to spot because of her distinctive three-pronged yellow head. She's standing in line for the fortune teller and she's a very competitive little girl.

Find cousin... Miso
Find her The school stage
Miso has a bowl of soup for a head and, according to the King of Space, emits a relaxing smell. She's sitting on a desk, but get too big and she'll disappear.

Find cousin... Nickel
Find him Racing driver's stage
You can find Nickel running around a mini racetrack that snakes around the mansion in the middle of the level. He's a robot who runs on two small batteries.

Find cousin... Nik
Find him The tiny sumo's stage
In the yokozuna stage, Nik - a plump, well-fed cousin - can be found sitting on a stage towards the back of the orchard. You have to be pretty huge to roll him up.



Find cousin... Odeko
Find him Racing driver's stage
A vain cousin who's proud of his height, but doesn't realize that he simply has a large head. You can find him in the same place as Nickel, on the mini racetrack.

Find cousin... Odeon
Find him Fundraiser's stage
In the market in the schoolyard, roll around and you'll see a red stall – Odeon will be shopping here. He has a bizarre raised head and can't wear scarves.

Find cousin... Opeo
Find him The school stage
A cousin who's in terrible physical condition. You can find him lying on a stretcher in the school nurse's office, recognisable by his bandages.

Find cousin... Shikao
Find him Elephant/bird stage
A cousin who does nothing but watch TV, and turns his face away while watching scary shows. You can find him behind a panda statue, staring at a telly in a shop.

Find cousin... Shy
Find her Racing driver's stage
A gold-medalist who can swim the 100-metre freestyle without lifting her face to breathe. She's on the same mini racetrack around the mansion as Nickel and Odeko.

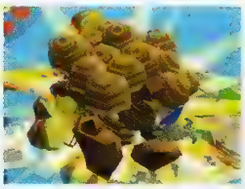
Find cousin... Slip
Find him Tutorial stage
A cousin who's as thin as cardboard and flies around on windy days. Play as Ace in the tutorial stage and he'll appear, floating around in the sky above you.

ROLL FAQ

Q I'm looking for one of the cousins but they aren't where you say they are! What's the deal?!
A Calm down. Only one cousin appears per level, so [illegible] character and they'll appear. Also, try switching between 'as fast as possible' and 'as large as possible' challenges – some appear in one, but not the other. Understand?

Q What happens if I collect every character?
A You unlock a secret stage that, somewhat unbelievably, requires you to collect 1,000,000 roses in multiple sittings. If you do it, all you get is a message from the King Of All Cosmos. Waste of time, really.

TOURISM The five best tourist attractions

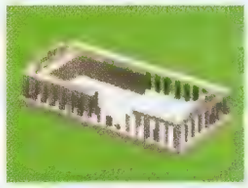


In any stage where your ball grows to over 100m – the bird and elephant's '500m in 17 minutes' challenge for instance – you become big enough to pick up entire cities and the famous buildings within...

Find... L'Arc De Triomphe
This famous gate is an icon of France's captial city, Paris. It's the biggest and heaviest building in the area, so it'll probably be the last one you pick up.

Find... Tower Bridge
Incorrectly labelled as 'London Bridge' in the game, London's Tower Bridge is quite small and you won't have any problems picking it up. Not in real life, though.

Find... Big Buddha
You can pluck this enormous statue from its ancient resting place when your katamari grows to over 200m. It's by the Great Wall of China. In China. Obviously.



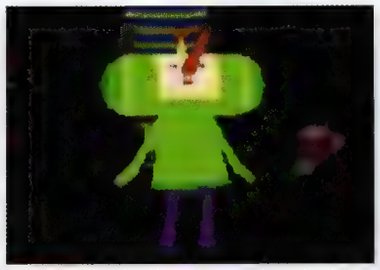
Find... The Parthenon
This remnant of ancient Greece is crumbling slowly, so make sure you see it before it disappears completely. It's flat, so a ball of under 100m can roll it up.

Find... The White House
The president of America's house. Since the countries in *We Love Katamari* are scaled down, you can find the White House right next to Mount Rushmore.

DECORATE Four of the best royal presents

Peacock feathers To get these wonderful, colourful feathers for your character's back, you'll need to steal it from an angry bear in the baby's stage. It's resting on his nose, so be careful.

Flower In the flower stage, look for a tree with a tiny green elf swinging from it. If you get big enough and bump into it, the present should fall out. What a fetching hat, don't you agree?



Long nose You can find this stylish nose resting on the witch's broomstick in Hansel and Gretel's candy house stage. Attach it to your character for hilarious results. This is our favourite gift.

Ear ribbons You can pick these up in the school stage, in the bathroom stall closest to the door. The stall door is locked so you have to be big enough to pick up walls. How fashionable.

HELPFUL The good rolling guide

Dash roll Pull the left stick back and push the right stick forward together in rapid succession to perform a dash. Speed towards cities to pick loads of items up in half the time. Very useful.

Wheel of fortune For a quick burst of size, sit your ball next to this ferris wheel and wait for it to spin all the way around. The gondolas should pop off one by one, measuring 1m each.

Island in the sun When you reach about 300m, forget cities and ships – concentrate on plucking up land mass and clouds. They give you a far greater size boost and, well, it's a lot of fun, isn't it?

Danger signs When you get bigger, the threats get greater. Watch out for sea monsters, whirlpools and the King of All Cosmos, who fires lasers. Why? This dude don't need a reason.

PEOPLE Six rare characters

Find... People tower
You can find this massive tower of blokes tottering around in most stages. If you're small, they'll bounce you back violently. Get big first, then snap them up.

Find... Bear man
The bear man can be found in the Cowbear stage, often among a group of other bears. He can be quite aggressive, so try not to get in front of him.

Find... Brothers
These quiff-sporting brothers hang out so much, they're literally joined at the hip. You can find them in school corridors, but sadly both of them count as one item.

Find... God of rain
An giant God who resides over the cloud stage, orchestrating great storms above Japan. He's one of the biggest things in the stage, so go for him towards the end.

Find... Sleeping bag man
This guy is sleeping in the middle of the sumo stage with another person wrapped in a sleeping bag. Roll over them and they grunt in pain, which isn't nice.

Find... Takoyaki man
This man spends his days flipping takoyaki. Takoyaki is basically fried octopus, and it's the Japanese equivalent of a kebab. He runs away if he sees you.

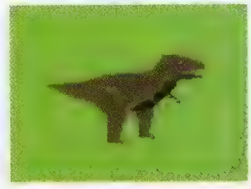
NASTY Five things you should avoid

For small balls, the world is a dangerous place. Whenever an item flashes red in the bottom left, it's coming for you. And it's just as bad for big balls, as these horrible beasts prove...

Avoid... Mecha mogran
Inspired by classic Godzilla films – like a few of the monsters out to get you in fact – Mecha Mogran will slash at your katamari with the claws on his arms.

Avoid... Neck beast
The evil neck beast's flapping arms will send your katamari bouncing all over the place. He's relatively small though, so grow up a little and get your vengeance.

Avoid... Giant octopus
He may look big, but there are even larger ones deep in the ocean. This one can still cause you hassle, though, so avoid him rather than try to roll him up.



Avoid... T-Rex
Even with tiny arms this Tyrannosaurus Rex is a threat. He hangs around hot areas – deserts and volcanoes – with other dinos. Face your fears – roll him up.

Avoid... Jumbo mammoth
This big oaf doesn't know he's a danger, but as he lumbers around cold areas like the North Pole, he has a habit of knocking your katamari away with his big tusks.

ON THE DISC
Get our complete database of unmissable cheats

PLAYSTATION SECRETS

Kick royal ass as King Mickey in Kingdom Hearts 2

"How come I can't get Mickey?"
For some reason, King Mickey won't come and help you when you're fighting Pete – in Timeless River for example. The same goes for battles with regular Heartless baddies and one or two bosses later in the game. So remember – you can't always count on the big-eared monarch to rescue you.

"Mickey's whirling keyblade makes him unstoppable"

1 Attack

Second chance If Sora dies during a boss battle, the continue screen is randomly replaced by another menu – one with the option 'I won't give up!' Select this and you find yourself playing as King Mickey. His 'Pearl' magic is incredibly strong, as are his attacks.

2 Power up

Charged up You can attack the boss, but the best thing to do is find a safe spot and tap Ⓐ to charge up. If Mickey gets knocked out, Sora is revived with half his HP, but if you manage to fill up his drive meter, something much more satisfying happens...

3 Revive Sora

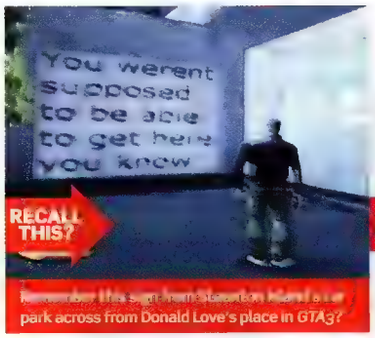
New life When the 'Healing Light' reaction command flashes up, tap it to surround Sora in a bright, white light. Press the button fast enough and Sora will be completely revived with full HP and his MP restored. Mickey bids him farewell and teleports away.

GameAmmo

"Sora in *Kingdom Hearts 2* is voiced by child/man Haley Joel Osment"

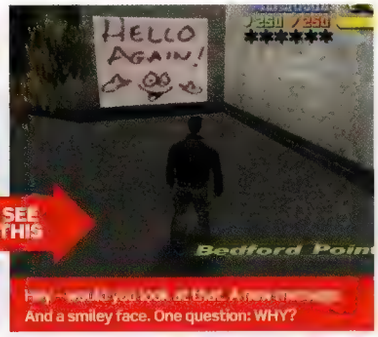
PlayStation's best kept secrets uncovered

Hidden message › **GTA Liberty City Stories** › Deja vu



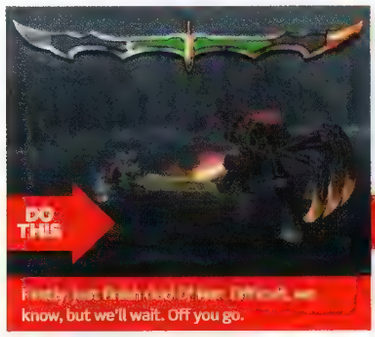
Remember this sight from the television helipad at the park across from Donald Love's place in GTA3?

Head back there and, the 2nd time you enter the dumpster and over the wall.



Hey – would you look at that. A new [illegible]. And a smiley face. One question: WHY?

New outfit › **God Of War** › Dress as a cow



Firstly, just [illegible] know, but we'll wait. Off you go.

Done that? Good. Now do all 20 Challenges of The Gods. It's OK, we'll wait a bit longer...

[illegible] including this cow. That'll put the wind up Ares.

Secret hilarity › **OutRun 2006** › Dance, Flagman, dance!

Start a race in OutRun 2006 – and then don't move. Watch as Flagman dances just for you.

Look – he's doing the moonwalk. He's the coolest dancing flag-wielding race man EVER!

He keeps going even as the time runs out. We do the flagman dance in clubs now. Tiz wikk'ed!

Ultimate SingStar set-up

How to throw the most legendary karaoke party imaginable

The Top 5

Cheats you *must* know

1 Lego Star Wars 2
Play as Tusken Raider

Enter 'PEJ821' as a code to unlock Tusken Raider for purchase in Free Play mode.

2 Madden NFL 07
No mistakes

Enter 'XL7SP1' as a code to get the Mistake Free card, which means you won't throw an interception or fumble a catch for a half. Woot.

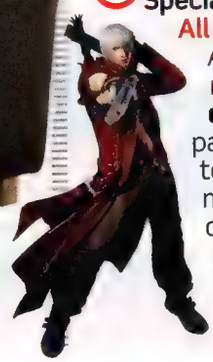
3 The Da Vinci Code
God mode

Go to the Codes menu and enter 'Vitruvian Man' to unlock God mode and acquire infinite health.

4 Gradius Collection
All power-ups

Pause in easy mode, then press ↑, ↑, ↓, ↓, ←, →, ←, →, L1, R1 to unlock all weapons and power-ups.

5 Devil May Cry 3: Special Edition
All modes



At the main menu, hold L1, L2, R1, R2, ↖ (D-pad) and ↘ (stick) to unlock all bonus modes, alternate costumes and gallery entries. Funkalicious! Or something.

ON THE DISC
Find out how to make more [illegible] on the disc

Wipe the smile off Lily Allen's face in WWE Smackdown 2006

David Cook

01 Lily goes for the old Sunset Flip but uses the legs' move – forgetting Trish doesn't have bollocks. Nuts!

02 She goes for the pin! "Wait till my army of Myspace boys hear about this!" she whinges.

03 Drag her to the ropes and toss her out! Lily's face off. If only her dad were here to stop [illegible]

06 [illegible] victorious. Lily's fan [illegible] to myspace.com/trishstratus. No-one likes a loser.

05 [illegible] coupon with a clothesline onto the top rope.

04 "I must write a song about this flurry of punches," thinks Lily. "It'll be a 'hit'! Ho ho hoooo!

USE SMACKDOWN 2006

Go to Create A Wrestler mode

Editing Tip Input items in order given as some effects rely on layer stacking

MAKE LILY!

Morphing Menu	
Head	(7, 62, 5, -55)
Eyebrows	(0, 28, -67, 0)
Eyes	(100, 84, 24, -99, -55, 78)
Nose	(38, 0, 61, 16, 0, 0, -3, 0)
Cheek	(-33, 18, 29, -23)
Mouth	(100, -21, 29, 81, 0, 0, 55)
Jaw	(76, -40, 42, -36, -7, 53)
Age	20
Morphing Continued Menus	
Hair	65/91 (94, 61, 44, 100)
Eyes	9/27 (89, 73, 33)
Eyebrows	43/48 (89, 16, 7, 58)
Lips	2/35 (98, 50, 50, 100)
Face skin	1/8
Eyelids	1/22 (93, 50, 50)
Body Menu	
Body Type	Glamour/Slim +24
Height	5'3"
Outfit Menu	
Torso	Shirts 32/41
Feet Menu	
Shoes	2/47
Biography	
Name	Lily Allen
Nickname	My Dad's Famous
Signs	Have A Nice Day
Announcer Name	The Freak

Example Hair 12/91 (0,0,10) means use Hair 12 of the choice of 91, leave first two values as normal, change length to 10. Leave items without values as default.

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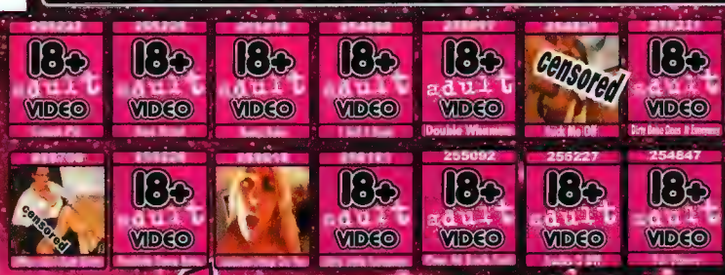
DB XXX Adult Mobile Entertainment

18+ ADULT ORDERING
TXT THE 6 DIGIT ITEM CODE TO 69011
EG: 255223 TO 69011

FREE SERVICE - CHECK IF YOUR PHONE IS ADULT VERIFIED?
TEXT YOUR SERVICE PROVIDERS NAME TO 69011 EG. T MOBILE TO 69011
IF THIS MESSAGE FAILS TO SEND CONTACT YOUR SERVICE PROVIDER REGARDS UNBARRING YOUR MOBILE. OTHERWISE PLEASE WAIT FOR CONFIRMATION.

18+ ADULT GIRL VIDEOS

7 STUDS 1 MOVIE	254845	AWESOME DRILLING	254840
CREAM FACIAL	254833	HIT ON IT BABY	254834
VERY DIRTY GIRL ON GIRL	254832	HUNG LIKE A RHINO	254861
BOUNCY BACKDOOR ACTION	255211	ROADSIDE BONNET ACTION	259611
SUCKS LIKE A DYSON AND GETS CREAMED	254835	SEND OVER BABY	256384
GETS IT ALL OVER HER FACE	254831	SIS MATES MUM GETS DOWN & DIRTY	256081
SO MUCH CREAM THEY GIVE HER A SPOON	255577	SMORE THAN A MOUTH CAN HANDLE	259456
WATCH ME LICK AS HE FIRES	256431	3 STUNNERS 1 LUCKY BLOKE	255231
MOUTH WIDE OPEN, CATCHES IT ALL	256426	TAPER MAKER	256411
3 KNEELS FOR 2 GUYS	255579	THREEWAY ORGY	255231
BOSS TAKES HER HOME FOR SOME OVERTIME	255577	COLLEGE STUDENT ENJOYS 1ST THREESOME ACTION	255231
REAL NASTY ASS ACTION	255523	TWINS HER MISTRESS	256421
AMATEUR GANG BANG	255094	COLLEGE STUDENTS EXPERIMENT WITH EACH OTHER	256391
BUKKAKE	254844	2 GUYS TAG TEAM TEASER	254841
SISTERS GOES IT	254838	SLUT PUBLIC UP SITS PCOWGIRL	256104



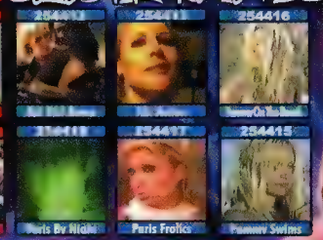
Adult vids to show your mates!

NON ADULT ORDERING
TXT THE 5 DIGIT ITEM CODE TO 80155
EG: 255143 TO 80155
FROM IRELAND: TXT IRE (SPACE) CODE TO 57856 EG: IRE 255143 TO 57856

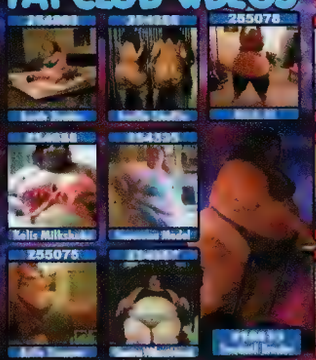
DB MOB Mobile Entertainment

ULTIMATE BRAWLN VIDS

CELEBRITY HOME VIDS



FAT CLUB VIDEOS



NAUGHTY 40 VIDS

GAMES

to check games compatibility txt WAP to 80155
from EIRE txt WAP to 57856

RED HOT GIRL VIDS

Feature Girl Of The Month Vids: Natasha Marley

See what Natasha Does in her Spare Time

NO SUBSCRIPTIONS : NO CONS : OUR GUARANTEE

80155 & 57856 is for customers aged 16+. 69011 is for customers aged 18+, users must be age verified by their network provider. Single videos cost £4.50 (€6). Bumper vids and games cost £6 (€8). Platinum games cost £3 (€4). Charge messages sent in denominations of £1.50 (€2). You will be sent a WAP link to collect your item and a small additional network charge may be incurred. Pre-pay users without enough credit will not receive items. Responsibility cannot be accepted for content ordered that is not supported by the handset or for delayed or distorted content delivery. Bumper vids will take longer to download due to increased file size. GAME COMPATIBILITY: See wap site, for full details. Due to phone screen sizes/resolutions images downloaded may differ slightly from shown. Prices correct at time of going to print. We reserve the right to alter pricing at any time. WAPSITE: A network charge maybe incurred from your provider during connection. K2 Media may contact you by SMS with the latest promotions and other products offered by K2 Media or its associated companies. DBMob is a product of K2 Media Ltd, PO Box 162, Kendal, LA8 8WW. Support line available between 9am to 5pm, Mon to Fri - +44 (0)871 200 3193.

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ON THE DISC
See more shots of *Burnout Revenge* in online glory

PLAYSTATION ONLINE

Beat the world to the finish line in Burnout Revenge

Daniel Griffiths

Pub EA
Dev Criterion
FYI PS2 | 2005 | PSM67 93%
The fourth instalment of Criterion's mind bluntingly fast dash-and-crash racer is the best of the series. Brilliant alone and on another level entirely with your mates. *Revenge* is unmissable if you love racing games, and highly recommended even if you don't.

We ought to play more racers online, it's not that we don't enjoy shooters or fighting games, but with their nerve-twitching, itchy-trigger reactions they can be massively stressful to play – and when the lag strikes you become a walking target. Racing games – *Burnout Revenge* included – are steadier, relying less on the speed of your connection to other players than on your concentration, nerves and speed around the track.

That said, online racers do attract just as many hardcore gamers as any first-person shooter or beat-'em-up you care to mention – even the fun-first, tongue-in-cheek *Burnout* series – and playing online is a stern test. With *Revenge* this is somewhat mediated by the option to set up games with just your (hopefully) similarly-skilled mates. Thanks to a useful party system you can also lock down a consistent group – it moves you and your friends through the post-race options together so you don't have to go through the process of creating a new game after each contest.

Pwn or be pwned

Go online alone, though, and you're throwing yourself into the deep end. There's a handy relative ranking system in place, which rewards winning players proportionately according to how highly ranked their competitors are and enables you to see exactly what you're getting yourself into when you join a pre-race party. But basically, you can forget about winning unless you get pretty damn serious – you'll need to know the courses back to front, with every sharp turn and short cut committed to memory, because we guarantee that all your opponents do. If you don't, you'll lose.

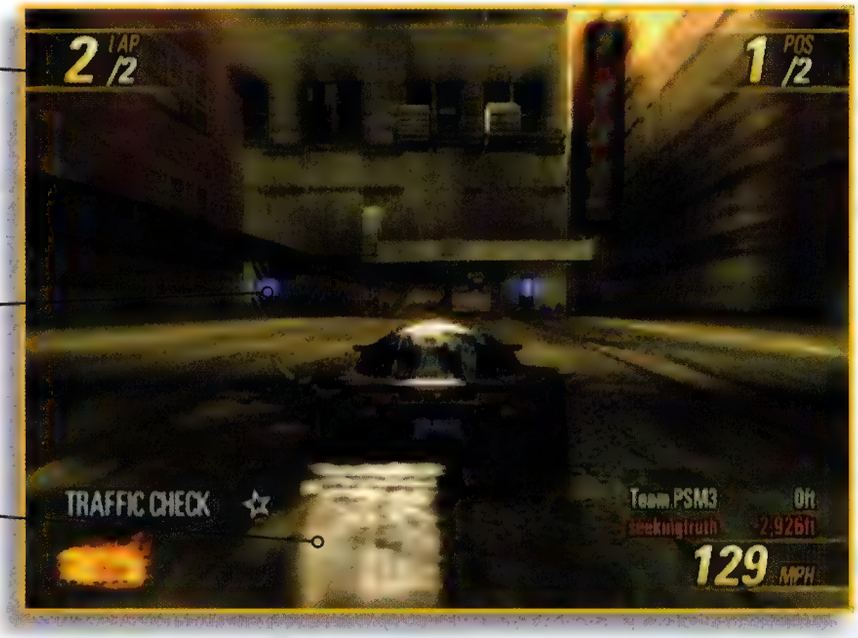
Looking for instant fun? Forget it. *Burnout Revenge* is a tough test of your amassed skill. It's insanely fast, hardly troubled by lag and beautiful like only sparking, twisting car-crash erotica can be. Just be sure you're as good as you can possibly be before you even think about venturing online. You have been warned.

ONLINE VERDICT

Lots of players? Not so many – we had to wait a fair stretch to get a game going.
Buy it just for online? Not unless you've mates lined up to play with you.

GAMEPLAY Defining moment

Running the leader a close second coming up to the final lap, biding your time and your nitro before slipping down a cheeky shortcut and taking the chequered flag by a nose.



The lap count shows we're heading into the last couple of corners on the final circuit of the race, having just overtaken the race leader.

An upcoming shortcut gives us the perfect opportunity to extend our lead. See you later, mate! Better luck next race.

Our beautiful nitro trail streaming behind us, fogging up the view of the losers behind.

FEATURES Need for speed

Online gaming is where the big boys are. Getting used to the pace can be a punishing process – not only are racers more competitive online, but they tend to know the courses back to front – so once they're ahead they're real hard to catch. Stay in the game with these handy pointers.

1 Shortcuts

A new feature for *Revenge* is the presence of cheeky backstreets and alleyways which serve as time-saving shortcuts through the races. Although handy, it's possible to get through the single player without using them, but online it's a different matter as all the top drivers have them committed to memory. If you want to keep up, then you've got to learn them too – and to know which to be wary of; a few of them actually take longer then the regular course.

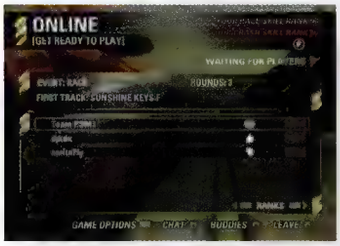
2 Get physical

The chances are that, in the vast electronic ether of the internet, you're gonna run into someone who's just plain faster then you are. So how do you beat them? By knocking the unholy hell out of them, of course. *Burnout*'s renowned for the gleeful pile-up that is Road Rage mode, but this physicality also spills over into the straight up racing. Ram the race leader, block overtakers and smash anyone dumb enough to get near you into the closest wall.

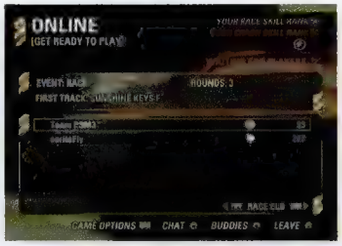
3 Boost Start

In the offline game races start with the cars in motion, but online there's a grid and the cars begin from a standing start. You'll need to use the semi-secret 'boost start' which requires some nimble thumb work. Wait for the countdown to start, whack the gas on at three, then hit the brakes on two with the gas still pumping. Lift off the accelerator on one, then slam it back again as the countdown finishes – hopefully you'll scream off into the lead and can fight your battle from the front.

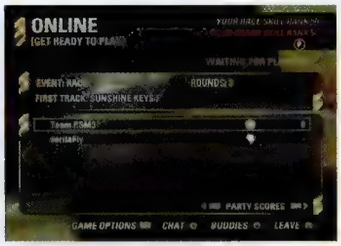
RANKS Pole Position



Check the coloured numbers by the side of the player names – these represent rankings in crash and race modes, the lower the better.

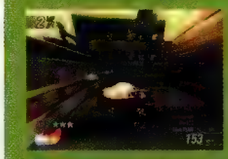


Your ELO determines your relative points worth to other players. The higher the ELO number the more points you can win off the opposition.



Party scores keep track of how your mates are doing against each other as you move from event to event through a racing session.

Online highlights



Harshest insult

"My mum drives better than that, and she's dead"

Community service

Current world champion

Name FAbRiZio BR
Race ELO 51,976

FAbRiZio BR stands alone at the top of the rankings with a massive 51,976 ELO rating – 20,000 clear of the nearest rival. A staggering score – we're glad we haven't met him.

ON THE DISC
Lots more shots of this underrated PlayStation classic

PLAYSTATION CLASSIC

Solve your own murder in Shadow Of Memories

Andy Kelly

Pub Konami
Dev Konami
FYI PS2 | 2001 | PSM2 80%
Someone's out to kill you and the only way to stop them is to travel back in time. Obviously

According to the game's designer Junko Kawano, the point of *Shadow Of Memories* is to get people to make their most of their lives. "In life, you only get one chance," she told PSM2 back in 2001. "But what if you could go back and change your fate?" And that's precisely the power granted to hero Eike Kusch in this classic adventure.

After being stabbed in the back and killed in the intro (yes, *killed in the intro*) he wakes up in a room surrounded by an endless black nothingness. An enormous grandfather clock ticks ominously as he regains consciousness, struggling to come to terms with what's just happened. Then, from nowhere, a strange sexless being appears and gives Eike a device known as a Digipad that will let him travel back in time and stop his killer. He doesn't say who he is or why he wants to help you – only that his name is Homunculus and that "death teaches you how to live". The problem is, Eike has no idea how to find his killer or where to start. That's where you come in.

In something of a departure from Konami's usual Japan-centric style, the game's set in a fictional German town called Lebensbaum and focuses primarily on exploration and investigation. You spend most of your time wandering the narrow, leafy streets talking to locals, fishing for clues about who your killer could be. But every time you get a step closer, you die horribly *again*. There are a hilarious amount of deaths – Eike gets run over, stabbed, shot... even a time paradox, caused by trying to make contact with your past self, can kill him. Eike is caught in an endless cycle of death, which is the main mystery of the game.

EMAIL PSM3 @
What do you think of *Memories*? Let us know:
psm3@futurenet.co.uk

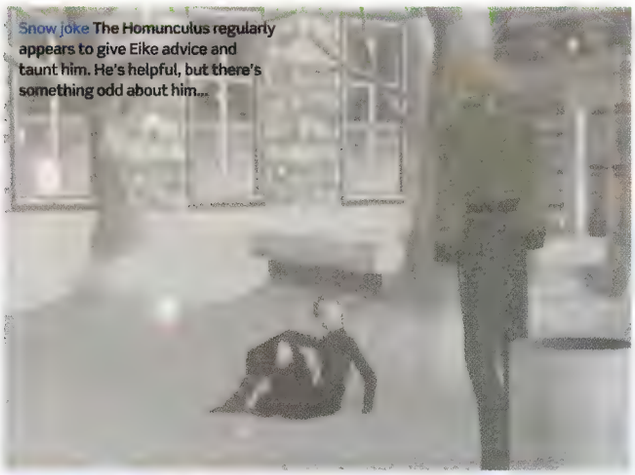
Time and time again

At first, getting to grips with everything feels like a thankless chore, but when you get used to the time travel system and start thinking fourth-dimensionally, you feel like the Lord of Time – a bit like Dr Who, then – merrily skipping between time periods and saving not only yourself, but the fates of others. It's like Groundhog Day – you save people from car accidents, stop

The defining moment...

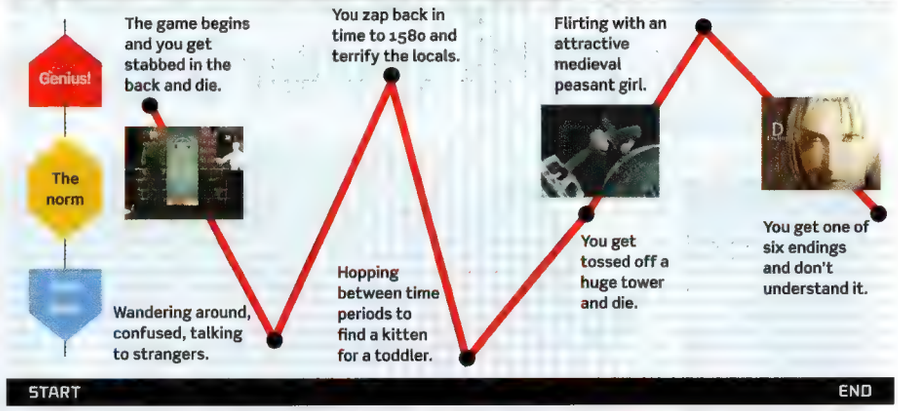
Running into your past self

If the Eike from the past spots or talks to the Eike of the future, the space-time continuum goes haywire and the universe implodes. In one memorable scene you have to get something to yourself, which involves disguising yourself as a juggling clown and throwing the item to him, before scuttering away and hoping he doesn't follow you.



Snow joke The Homunculus regularly appears to give Eike advice and taunt him. He's helpful, but there's something odd about him...

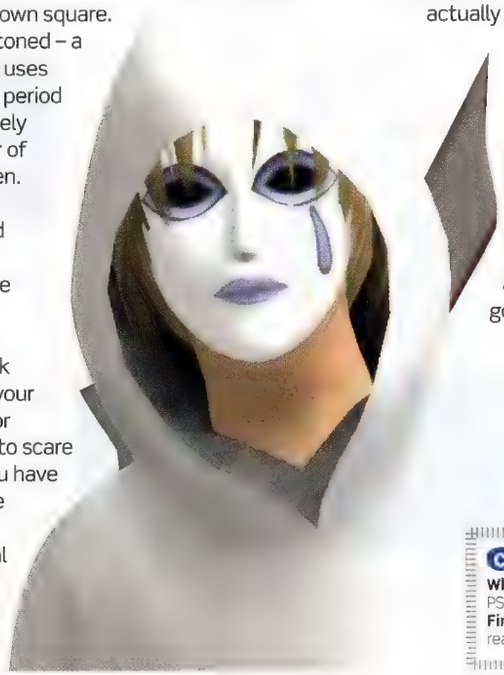
The *Shadow of Memories* Thrill-O-Graph


Genius!
The norm
Loser
The game begins and you get stabbed in the back and die.
You zap back in time to 1580 and terrify the locals.
Flirting with an attractive medieval peasant girl.
Wandering around, confused, talking to strangers.
Hopping between time periods to find a kitten for a toddler.
You get tossed off a huge tower and die.
You get one of six endings and don't understand it.
START
END

You can use your mobile or your lighter to scare medieval wenches away.

would-be muggers and solve family disputes along the way. You're a superhero, in some ways. A superhero who solves minor domestic dilemmas, certainly, but still 'super' nonetheless. But ultimately you're out to save *yourself*, which gets more difficult about a quarter of a way through the game when you end up in Lebensbaum circa 1580.

In a flash of light, Eike materializes in the town square. Everything is sepia-toned – a neat trick the game uses to signify each time period – and he's immediately confronted by a pair of shocked local women. They accuse him of being a sorcerer and suddenly a whole group of villagers are blocking your way, edging towards you menacingly. You flick frantically through your inventory, looking for something modern to scare them with... aha! You have a mobile phone. Eike makes it beep and shocks the medieval peasants. "Move, or I'll use this machine on you!" he yells limply, before making a run for a nearby alleyway, away from the alarmed and bemused townsfolk.



The time traveller's strife

And it's here that the game gets *really* confusing. A chance meeting with the daughter of an alchemist wraps you up in an overwhelming sub-plot that sees you hopping between 1980s Lebensbaum, the present day, and even a black-and-white 1902 version of the town, to solve... well, we really don't have the space to go into it, and we don't want to spoil it for you. There are six endings in total, all of which are entirely different from one another, depending on how you play the game and the choices you make during it. Without saying too much, in one ending it turns out that you're actually the father of the girl you have eyes for. *Bleurch*!

The circumstances that lead to this revelation are convoluted to say the least, but it's one of the greatest, maddest twists in games.

Shadow Of Memories certainly isn't for everyone. Its meandering pace, eerie cuckoo clock atmosphere and branching plot put a lot of people off when it first came out, including Dan G who *hates* it. But because it's such an original game, so distinctly odd and so unlike anything else Konami have ever made, it's worth going back to. We just wish the developers could go back in time themselves and fix the flaws that held it back from being a fondly-remembered classic instead of a bargain bin-dwelling cult curio.

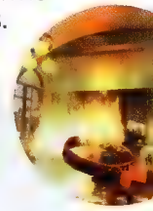
CLASSIC VERDICT

Why now? One of few decent adventure games on PS2 and a fabulously weird soap opera/thriller.
Final thought An abundance of original ideas and really clever time travelling bits. Flawed genius.

The Top 5

Shadow Of Memories facts

1 It's based on a 19th century German play
Faust's an alchemist who makes a homunculus. What's a homunculus? It's an artificially-created magical creature. That's what.



2 It has another name in the USA
The name changed to *Shadow Of Destiny* in the land of hope and glory.

3 Eike dies 41 times throughout the game
Highlights include suffocation, a vase falling on his head, being pushed off a tower and disappearing because of a time paradox.

4 It was aimed at non-gamers
"The target audience is people who wouldn't normally play games," Kawano said.

5 The producer played a cat
The cat that Eikie finds for Sibylla in 1902 was voiced by Kawano. Her best line was "Miaow".

ON THE DISC
Read the full Homebrew FAQ and Essential Homebrew list

PLAYSTATION HOMEBREW

Play Doom (the best FPS ever) on your PSP

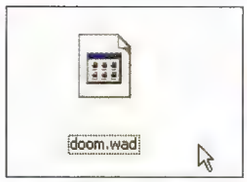
Luke Albiges

Firmware Version 2.6
FYI Relive id's seminal first-person shooter no matter where you might be. And you can't say fairer than that
Apps DoomPSP v0.05, eLoader v0.98 ("Porter" Edition)
Also need PC or Mac, USB cable
Web http://pspupdates.qj.net/eLoader-0-98-Porter-2-0-Homebrew-for-PSP-without-GTA/pg/49/aid/64700
Skill level Easy

DOOM ON! Do it like this

Now even without the *GTA: Liberty City Stories* exploit, you can play classic FPS games such as *Doom* and *Quake* on your PSP. This month, it's the blood-soaked world of *Doom* in the palm of your hand. What more could you want?

Step 1 The first step is to get online and download the DoomPSP executable. We recommend the latest version (v0.05 at the time of going to press), which can be obtained from http://dl.qj.net/dl.php?fid=636.



Step 2 That's the main program, but you'll still need the maps – *Doom* uses .wad files to create the levels so you'll need the .wad files of whatever version of *Doom* it is you want to play. Take your pick at http://www.dcemu.co.uk/vbulletin/showthread.php?t=7864.

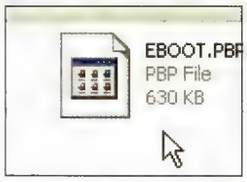
29 Sep 2006 : eLoader 0.9.8 - Porter
Noobz are proud to announce
the "Porter" release
This version brings user-mod
Now, almost all the software
of the known working homeb

Step 3 Now you need the program that will act as your gateway into the world of homebrew. Get eLoader v0.98 ("Porter" Edition) by Fanjita from http://www.noobz.eu – it's on the front page so you can't miss it.

Step 4 There are two options here: the executable will extract all the files to the right location on your PSP memory stick, while the zip file requires you to place the files yourself. PC users are better off opting for the executable while Mac users will have to do things the manual way.

Step 5 Now it's time to get all those files – DoomPSP, the .wad (map) file(s) and the eLoader – onto your PSP and in the right places. Chuck a USB cable between your PSP and PC or Mac and switch the PSP into USB mode.

Step 6 Your computer talks to your PSP via the memory stick, which should now be visible on your computer monitor as a USB drive so you can drag and drop files. Note that steps 8-12 should be handled automatically by the executable version of the eLoader.



Step 7 Go into the PSP directory (on the monitor) and then into the /GAME folder. Make a new folder called DoomPSP and drop in the EBOOT.PBP file from the FW1.0 folder of the DoomPSP zip and make a new folder called WADS, where you should drag and drop your .wad file(s).

Step 8 Go back to the root of the memory stick (on the monitor) where you see the initial PSP directory and pop the l_098.bin file from the eLoader zip file onto the memory stick directly, alongside the PSP directory.

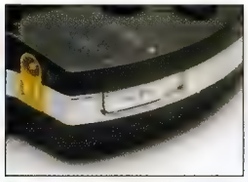
Step 9 You'll notice that the eLoader zip file holds its files in a hierarchy of folders. This structure needs to be maintained. Open the PSP folder again and drag over the ELOADER folder from the eLoader zip file.

Step 10 Open the PHOTO folder in the zip file and the PHOTO folder in your PSP folder. Drag the folder called eLoader 098 into the PHOTO folder in your PSP.

Step 11 You'll also notice that the zip file contains several different save data directories. These are for the original *GTA: LCS* launch method, so if you've got any *GTA* saves on your memory stick, drag them over to your desktop now to back them up, just in case.

Step 12 Now drag the three folders from the SAVEDATA folder in the eLoader zip file into your PSP's equivalent SAVEDATA folder, accepting any overwrites that may occur.

Step 13 Everything is in place. Splendid. Disconnect your PSP from the computer (eject the USB drive from the USB manager at the bottom right of screen on PCs) and turn off your PSP.



Step 14 Restart your PSP without a UMD in the drive and go to the 'photo' option. Browse through until you reach the eLoader 098 directory and when you open it, the loader program should launch immediately.

Step 15 It did? Awesome. Now its simply a case of selecting DoomPSP from the loader itself and the gory shooting action should load up straight away.

Step 16 That's that then. You've got *Doom* on your PSP and everyone's happy. Good work.

Step 17 If you're still having trouble with any step of the process, there's a comprehensive homebrew FAQ at http://forums.qj.net/showthread.php?t=13796 – otherwise, have fun and don't kill too many things. Oh go on then...

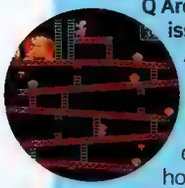
Homebrew FAQ

Enlightenment in a jiffy

Q What is 'homebrew'?
A Homebrew refers to any piece of PSP software that is unsanctioned by Sony. These unofficial programs are usually downloaded from dedicated websites and include emulators to play retro games, indy games, and non-game software applications.

Q How do I find homebrew?
A Here's a few sites (among many) to get you started: hackaday.com, hackmypsp.com, pspupdates.com and fanjita.org

Q How do I run homebrew?
A See left or check out: http://forums.qj.net/showthread.php?t=13796



Q Are there any compatibility issues?
A You betcha. Homebrew compatibility depends on which PSP firmware you're running. Sony release firmware updates on a regular basiss to disable homebrew, while hackers race to crack Sony's latest code. It's an eternal struggle and the goalposts are shifting all the time. Currently, you can only run homebrew on firmware 2.7 with a modchip. So you'll need firmware 2.6 or lower until 2.7 is hacked.

Q How do I check my firmware version?
A Start up with no UMD in the drive. Go to 'Settings', then 'System Settings' then 'System Information' in order to find your firmware version.

Q Can I rip UMD games to my memory stick?
A Hackers have found a way, but it's copyright theft, illegal and not recommended.

Q What's 'bricking'?
A Bricking is frying your PSP with a dodgy bit of code. Stay safe by using known sites, reading user comments, and being paranoid. Most homebrew is fine, but accidents can happen.
More FAQ fun on the Extras disc.

Turn on You don't need a big TV to watch Lost when you've PSP

CONTROL

PSP TV is go!

Homebrew programs often beat Sony's own firmware updates to the punch and this latest revelation is no exception. Using a selection of applications for both PC and PSP, TVUPlayer can be set up to stream live TV to the palm of your hand right now. The process isn't what one might call user friendly as it involves changing several config files but the readme file that comes with the download (which can be obtained at http://dl.qj.net/TVUPlayer-on-PSP-PSP-Media/pg/12/fid/9975/catid/142) lays it all out fairly clearly. The zip file clocks in at some 18Mb but contains everything you need to get streaming TV up and running on a 1.5 PSP – basically, it uses TVUPlayer for PC to get the channels, VLC for PC to rebroadcast them in PSP format and then homebrew app PMP VLC to tap into the new broadcast. A bit tricky to set up at the moment but still, kudos to finder bebe for giving us all a glimpse of just what our PSPs are capable of!

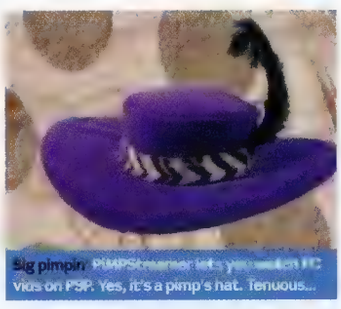
UPDATES

2.7 and 2.8 are next

Those clever chaps at noobz.eu are apparently hard at work making homebrew available to those of us who have upgraded our PSPs beyond the 2.6 firmware. Progress is understandably quite slow, but it's still progress nonetheless and the team is confident that they'll have the more recent firmware versions cracked to play homebrew in the near future. Keep www.noobz.eu in your favourites list and watch this space for more developments.

PiMPStreamer Rolls Out

PiMPStreamer allows you to stream content from a Windows PC so you can watch videos or slideshows directly from your PC without having to put the files on your memory stick. Get it at www.psp-hacks.com/file/783.



Big pimpin' PiMPStreamer lets you watch PC vids on PSP. Yes, it's a pimp's hat. Tenuous...

Handheld Emulates Handheld

This fancy new GBA emulator lets you play games for the Game Boy Advance on your PSP. This latest update of gpSP to v0.7 gives a huge increase in ROM compatibility. If you fancy playing *Advance Wars* or *Wario Ware* on your PSP grab the emulator from www.psp-hacks.com/file/781 and play away. Nice.

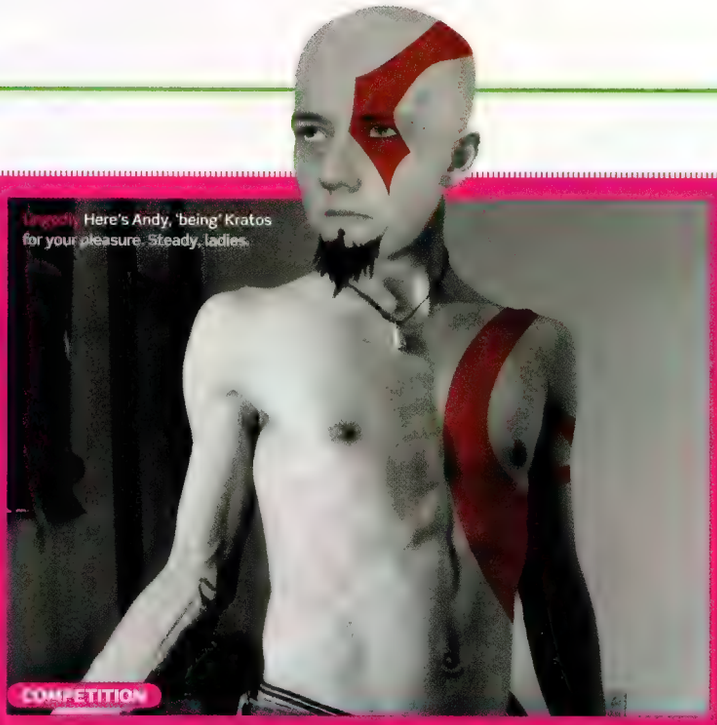
***Wario Ware* on PSP? Madness!**

PLAYSTATION NATION

Man plays real Um Jammer Lammy guitar

You're looking at Dan Amrich – style icon, musician, and officially the world's most hardcore Um Jammer Lammy fan. Thanks to its cutesy design and utterly contagious tunes, the rocking PSone rhythm action title has always had something of a cult following. But Dan's taken it to a new level – by recreating the guitars played by in-game band Milkshake. Originally inspired by scarce limited edition freebies given out by Sony in the US at the time of the game's release, Dan tracked down Fernandes Guitars – the Japanese outfit responsible for the replica instruments – grabbed one over the internet and set about customising it to his needs. "Fernandes made the guitars as novelty items, but I wanted to upgrade the yellow one to be my main guitar for playing with my band, Fast Times," he explains. "I bought new pickups and tuning pegs and had the whole guitar upgraded by Orbiter Guitars here in California. My instructions were to a) make it stage-worthy and b) retain the stock look. It had to remain exactly as it appears in the game – no exceptions." And that's just what he got. Unleashed on the world in January 2006, Dan's *Um Jammer* axe is now a regular on the California live circuit (check out www.fasttimes80s.com) and with all the custom upgrades it's absolutely one of a kind. But has anyone recognised it yet? "Not yet. That's the goal! I would like to think that there are enough *Lammy* fans out there that it's only a matter of time before someone says "Where did you get Lammy's guitar!?" We hope so, Dan. We hope so.

"It had to remain exactly as it appears in the game"

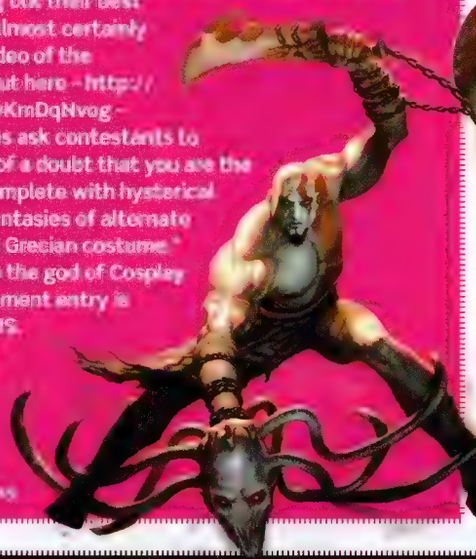

Ungodly Here's Andy, 'being' Kratos for your pleasure. Steady, ladies.

COMPETITION

Are you the world's best Kratos?

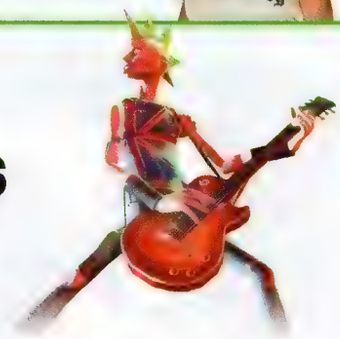
Gamers across America have been swept into a *God Of War* frenzy, thanks to a Sony-run competition which challenges entrants to submit videos of themselves acting out their best Kratos-starring fantasies. Almost certainly inspired by that YouTube video of the dancing Spartan (check it out here – http://youtube.com/watch?v=CavKmDqNvog – yes, it is still funny) the rules ask contestants to "prove beyond the shadow of a doubt that you are the ultimate *God Of War* fan, complete with hysterical attention to game detail, fantasies of alternate endings, and maybe a kinky Grecian costume." Don't go selling your soul to the god of Cosplay just yet, though – at the moment entry is limited to residents of the US. For now, though, here's our Andy's best attempt (with a little Photoshop 'help' from Milf). Terrifying.

Want to go for it? Check out www.uk.playstation.com/SCEP/Promotions/305



OUCH

Gamer breaks knee in the name of rock



"Imagine being able to tell your customers that a young man in Omaha, NE rocked *Guitar Hero* so hard his own bones crumbled. Boys would cheer. Mothers would cringe." These are the wise words of 24-year-old Jimmy Winter, written in an open letter to *Guitar Hero* developer Red Octane explaining how he snapped his knee while playing their game too ferociously. Incredible but sadly true. Check out his whole story over at www.guitarherobrokemyknee.com, but for now here are the basics of exactly what went down.

1 Jimmy plays guitar

"*Guitar Hero* came into my life in Mid-June in a blaze of glory," Jimmy reveals. "Being a big music fan and at the same time virtually unable to play a real guitar this game filled a large hole in my life." We know just how he feels. But then...

2 The injury

Jimmy was playing Texas Flood when it happened. "I was going to make this crowd feel it," he remembers. "I twisted to the right and threw my guitar in the air! Instead of a roaring audience I heard a snap. I'd knocked an inch and a half piece of bone off my femur under my knee."

3 Recovery and the letter

Jimmy needed an operation and six weeks recovery time before he was over his injury. In the meantime he wrote to Red Octane, telling them about his knee and looking for support in an upcoming *Guitar Hero* competition. "Maybe an endorsement deal?" Hmm. Maybe...

CONFESSION

"Smackdown made me a greedy violent mess"

Nathan Ditum | Sheffield

EMAIL PSM3 @
Got a confession? Then we'll print it. Email us: psm3@futurenet.co.uk

Confess! Confess!
A friend and I once got heavily into WWE. Hooked on the drama of the show, we made some shameful attempts to recreate the fights ourselves before realising we could emulate our heroes without all the girlfriend-worrying carpet burns and bruises – with *Smackdown*.

So what's the problem?
I got addicted, making shambolic work-related excuses to my girlfriend for not seeing her, and ducking out of evenings with the boys. My friend and I even staged our own events. The biggest one of the lot was christened, erm, 'Superslammerfantasmo,' and we were really proud of it.

How bad did it get?
One night we made a flatmate of ours on the game and beat him senseless with frying pans for a full 20 minutes, just because he'd asked us to wash up. But the lowest ebb was a gluttonous all-night session with masses of junk food and fizzy pop. I won the Intercontinental Belt with my wrestler, Eastern Steel. Thrilled with the win and hopped up on a dangerous mix of Skips, Dr Pepper and Campbell's Meaty Meatballs, I stumbled into the hall at four in the morning screaming about my victory and woke up the entire flat.

That was the end, then?
Yup. The reaction I received made me realise I had to change my ways, and the lad who owned the PlayStation banned *Smackdown* forever. For our own good.

Gender-bending game art prints

Nathan Ditum

Florida-based artist and gamer Marques Cannon creates original character art with a difference – a really big difference. Inspired by his love of games and put into action for his senior thesis at university, Marques' speciality – as you've probably spotted – is reinterpreting iconic male game characters as sleek, sexy ladies. "So far I've drawn the Super Mario Brothers, Sonic, Mega Man, Dante from *Devil May Cry*, the Prince from *Katamari Damacy* and Kratos from *God Of War*," he explains. So how does he come up with the look of his sex-change sketches? "Redesigning the costume is the hardest part since it's usually the character's most distinguishable feature and the more you change it, the harder it is to recognise them," he tells us. "Then I just imagine what the character's hot sister would look like." Good work! But has he ever considered doing it the other way around and, say, drawing Lara Croft as a man? "When I first came up with the idea, I was going to do Larry Croft as a joke but never got round to it. The idea would definitely work in reverse but there aren't as many recognisable characters to choose from. Most of them would turn out a little weird." Yes, they would, Marques. Yes. They would.

PLAYSTATION NATION

"Check out all the best ***Katamari*** cousins, revealed on page 100. Go there now!"

"I just imagine what the character's hot sister would look like"

Vote for your favourite shemale

Yes! Marques has agreed to draw a gender reassigned character of your choice, to be featured exclusively in an upcoming issue of PSM3. Just choose who you'd like it to be from the following shortlist, and let us know on by e-mailing psm3@futurenet.co.uk or post us a blog comment at psm3mag.com.

Solid Snake
We, as Barry White said on the Simpsons, love the sexy slither of a lady Snake. But do you? Best get emailing, then.

CJ
We bet Officer Tenpenny wouldn't be such a rotter if CJ was actually She J. And the scenes with prostitutes would be much more interesting.

Gordon Freeman
The world of *Half-Life* is a bit bleak and desolate. It could do with a shot of glamour – which we bet could be provided by Gloria Freeman. Mmm.

Agent 47
Mmm, a sexy besuited female assassin. Curves, weaponry *and* a slaphead? Why, what more could you ask for in a lady?

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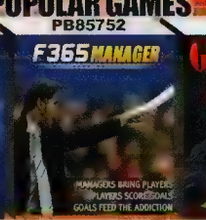

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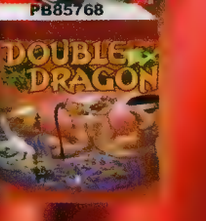

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"*Pro Evo 6* is the least evolved *Evolution* yet but, ironically, probably the best as well."
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Just Cause is ridiculously large
"*Just Cause* has a playable map around 20 times larger than that of *San Andreas*."
page 64

Tony Hawk's Project 8
"No more zombies on tricycles. *Project 8* is all about pure skating."
page 36

Dude(s) look a lady
"Iconic male game characters get reinterpreted as sleek, sexy ladies."
page 122

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How to make a PS3

PlayStation 3 is nearly ready to launch! I've just got to carry this box of blue laser diodes through our ridiculous mess of an official PS3 website...

Aaargh! The site's gone mental and shot up my diodes with its fancy lasers! What will we tell the kids?

November? We didn't say November. You all misheard when you were distracted by that awesome *Genji* crab. It'll be March. Well, *maybe* March...

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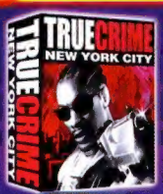

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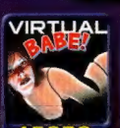

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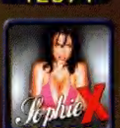

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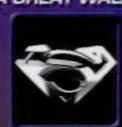

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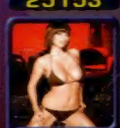

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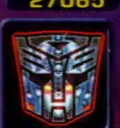

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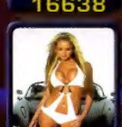

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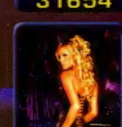

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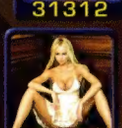

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